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Can you find the traitor in the galaxy's
newest superteam?



Or help defeat Kort, enemy of Spy Center?



YOU MAKE THE DECISIONS!



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INTERPLANETARY SPY

ULTRAHEROES

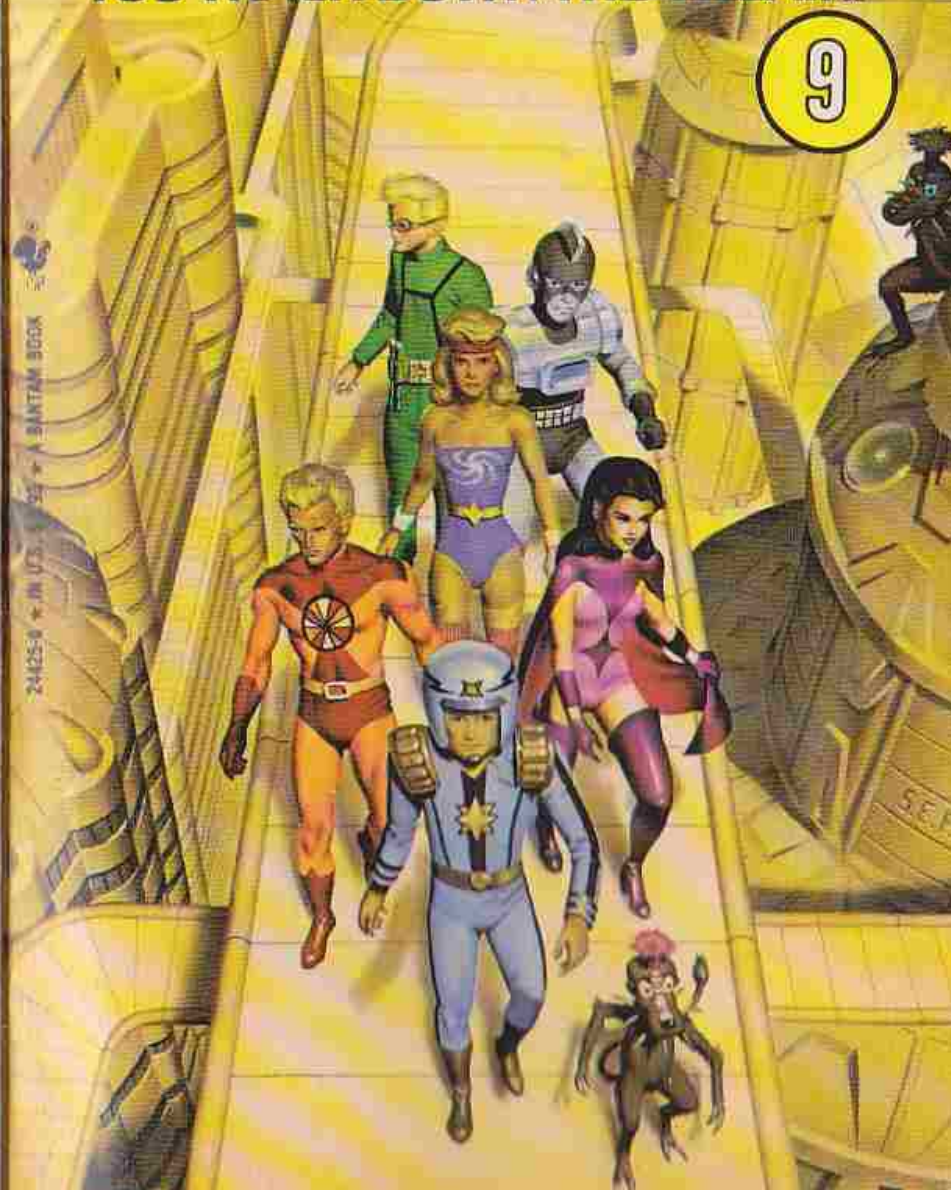
Neufeld
Banks

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BE AN INTERPLANETARY SPY™

ULTRAHEROES

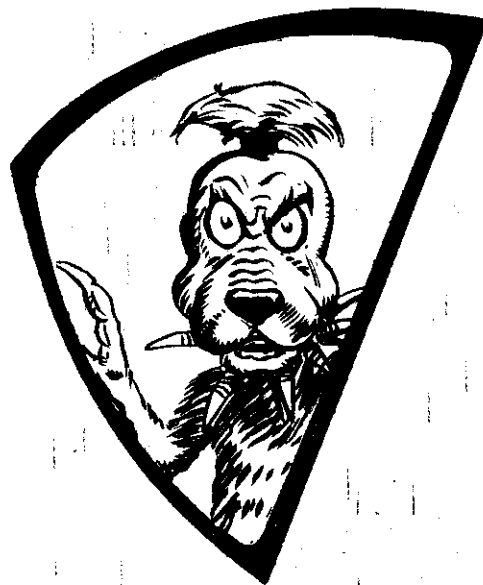
YOU TRACK DOWN THE VILLAIN!



To Brandon
from Rich
12 October 1984

Be an Interplanetary Spy #9
Compiled by Underdogs for Home of the Underdogs
<http://www.the-underdogs.org/>

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WANTED:
The evil Kort.

WHEREABOUTS:
The planet Galdan.

CRIME:
Terrorism.

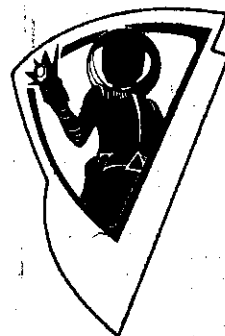
YOUR MISSION:
Find Kort and protect the
Ultraheroes!

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BE AN INTERPLANETARY SPY™

9



ULTRAHEROES

**by Len Neufeld
and Michael Banks**

**illustrated by Dennis Francis
and Steve Fastner**

A Byron Preiss Book



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Michael Banks is a regular contributor to numerous computer magazines and to *Writer's Digest*.

Steve Fastner has done the covers for seven *Be An Interplanetary Spy* books and numerous fantasy publications.

Dennis Francis is a regular contributor of illustrations for *The David Letterman Show* and the artist for Random House puzzle books featuring DC Comics superheroes.

Len Neufeld is a free-lance writer and editor living in Brooklyn, New York, with his wife, Elynn, and two sons, Josh and Jacob. He is the author of *Be An Interplanetary Spy #7, Rebel Spy*.

RL 3, IL age 9 and up

ULTRAHEROES

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Introduction

You are an Interplanetary Spy. You are about to embark on a dangerous mission. On your mission you will face challenges that may result in your death.

You work for the Interplanetary Spy Center, a far-reaching organization devoted to stopping crime and terrorism in the galaxy. While you are on your mission, you will take your orders from the Interplanetary Spy Center. Follow your instructions carefully.

You will be traveling alone on your mission. If you are captured, the Interplanetary Spy Center will not be able to help you. Only your wits and your sharp spy skills will help you reach your goals. Be careful. Keep your eyes open at all times.

If you are ready to meet the challenge of being an Interplanetary Spy, turn to page 1.

TOP SECRET

You are an Interplanetary Spy. You are cruising through Sector 21, studying hyperspace traffic patterns. Suddenly an alarm goes off—an important message is coming in on your hyperwave communicator.

To receive the message, enter your Interplanetary Spy ISBN number below.

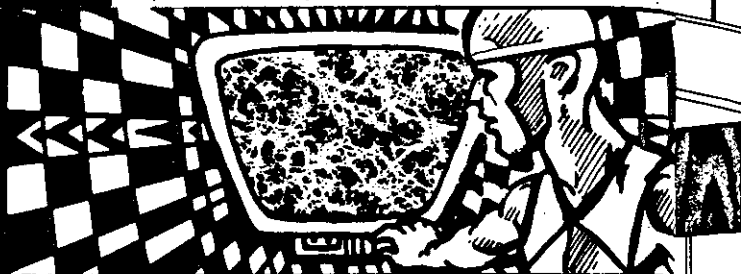
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

If you are not sure of your number, check the back cover of this book.

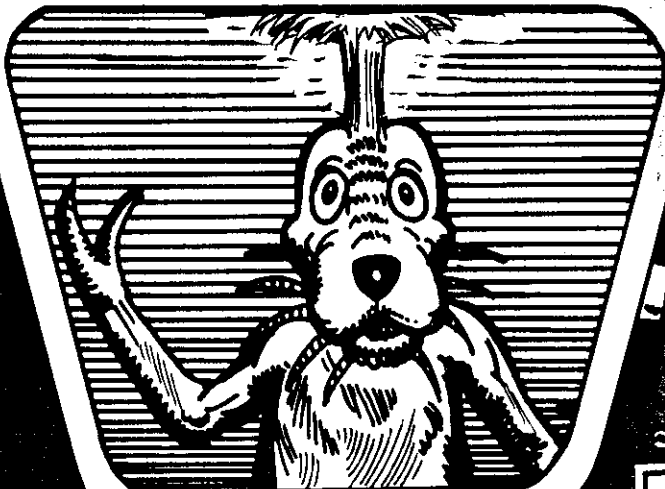
Turn to page 2.

2

You adjust your monitor. The message is from an Interplanetary Spy named Tunk, whom you remember from your adventure on the Mobius Express. He says:



"You must meet me on Galdan immediately! A saboteur may be at work in the Ultraheroes' training camp here. The Ultraheroes are a team of beings with special powers. At the training camp, they are being taught how to control their powers so they can use them to combat evildoers in the outer regions of the galaxy. I will give you the details of your mission when you arrive."



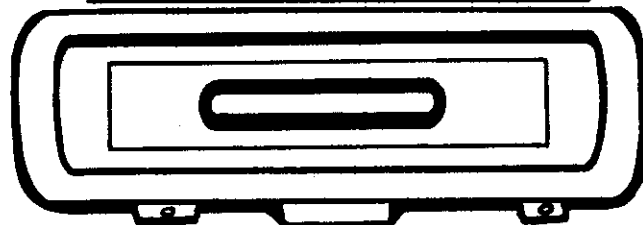
Go on to the next page

You must set a course for Galdan, using the fastest route through hyperspace.

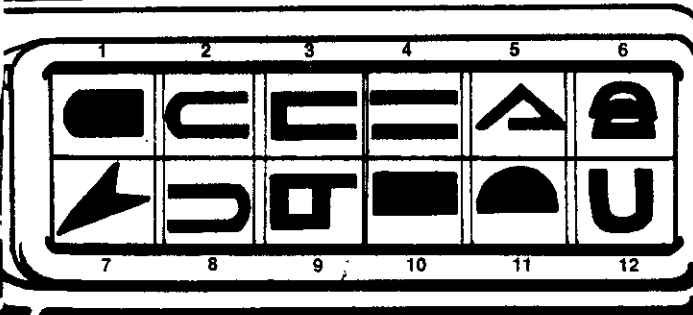
3

Push the shapes on the control panel that will fit together to make this pattern.

COURSE SETTING



CONTROL PANEL

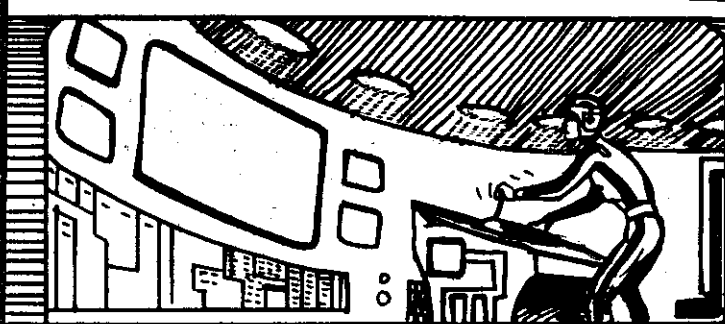
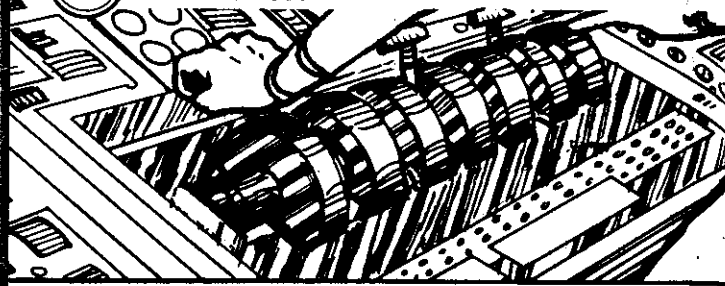


Do you push shapes 1-3-9?
Turn to page 22.

Do you push shapes 2-4-8?
Turn to page 17.

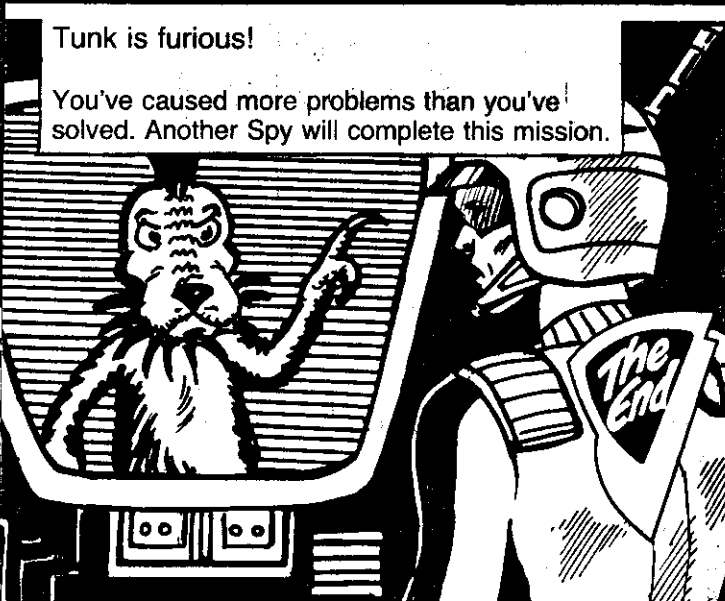
4

You've moved the wrong lever, and the records are all erased!



Tunk is furious!

You've caused more problems than you've solved. Another Spy will complete this mission.



5

You and Andromeda avoid Proteum's search. He returns to his room.



It's a long time before Proteum falls back asleep. Cautiously, the two of you go up to his cabin door.



Turn to page 26.

6

Good work, Spy! Proteum receives the bionic ESP treatment, and you awaken him. Tunk tells him what has happened.

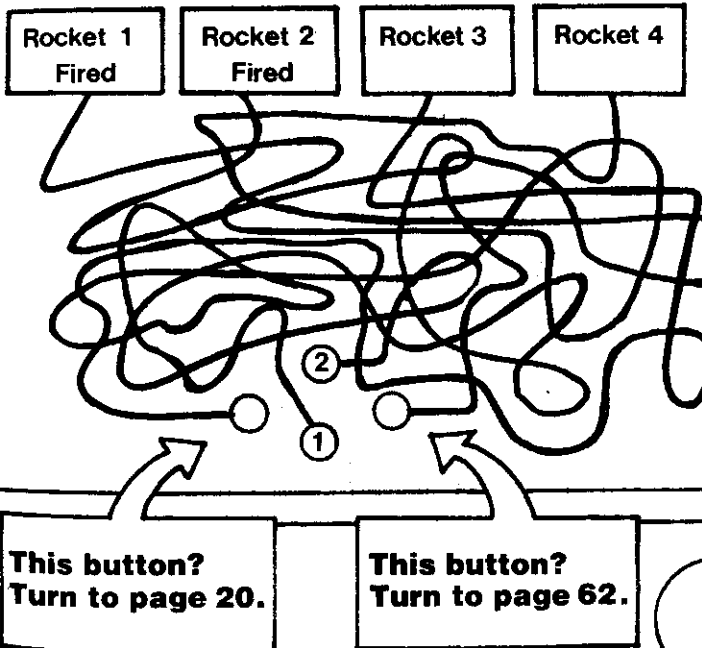


Turn to page 11

7

Suddenly, Telenon's voice comes over the intercom. "Something's wrong with our suits! The star's radiation is getting through." Her voice begins to fade. "I'm too weak now to teleport us out of danger. Chronos is slowing down our time in order to delay the radiation damage. Come get us. Hurry!"

You must fire rockets 1, 2, and 4 to make the ship move toward Chronos and Telenon. You press firing buttons 1 and 2, but the numbers on firing buttons 3 and 4 have been scraped off. You remove the top panel and expose the wiring. Which button is connected to rocket 4?



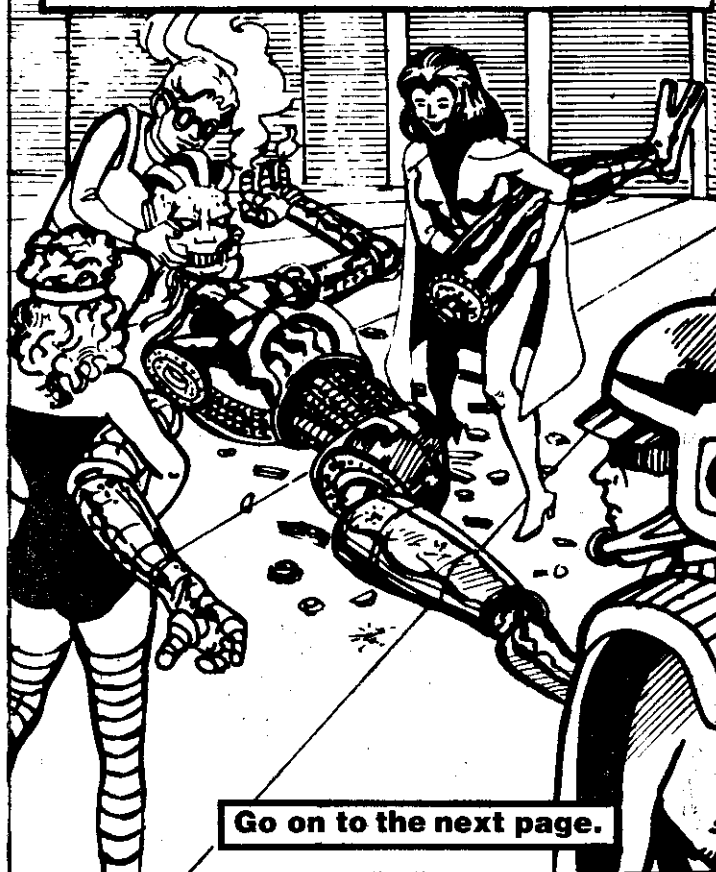
8

Good shooting, Spy! You knock out the robot's weapon. Andromeda and Proteum rush in and take the robot apart. Telenon helps them.

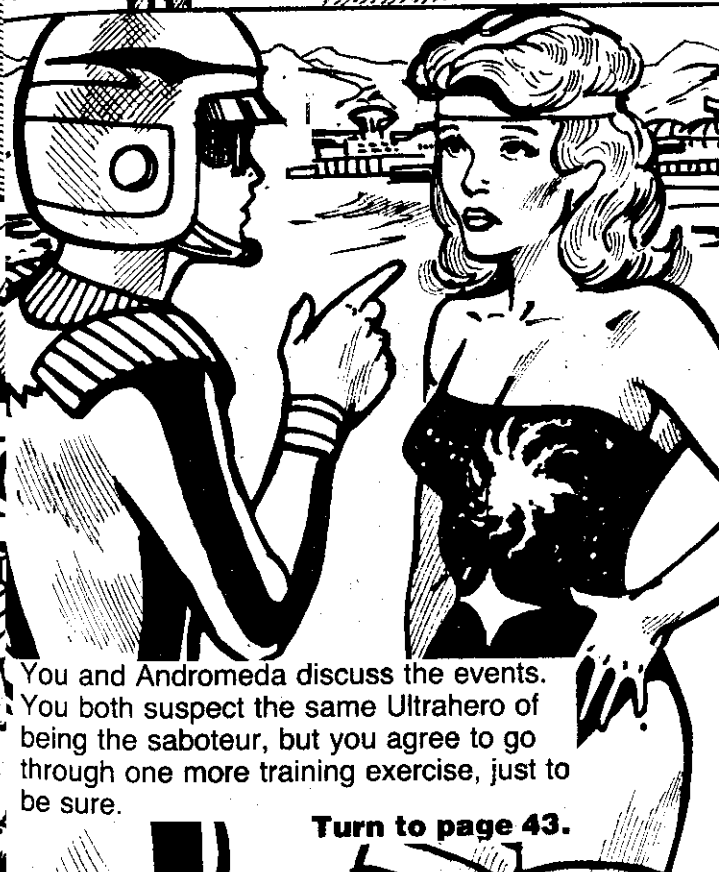
Luckily, Chronos and Logico are not seriously injured and will soon recover.

All the Ultraheroes return to the training camp on Galdan. Logico and Chronos are taken to the hospital for first aid.

9



Go on to the next page.



You and Andromeda discuss the events. You both suspect the same Ultrahero of being the saboteur, but you agree to go through one more training exercise, just to be sure.

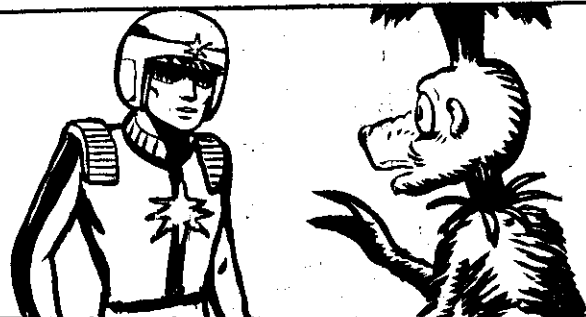
Turn to page 43.

A silly mistake, Spy! The other Ultraheroes have a good laugh!

Tunk says, "Proteum, I'm sure you are shocked to learn that you have been working against us. But now that you are free, you can show that you are a true Ultrahero!"



Then Tunk turns to Andromeda and says, "You, Logico, Telenon, and Chronos must complete the training exercises—I expect great work from all of you!"

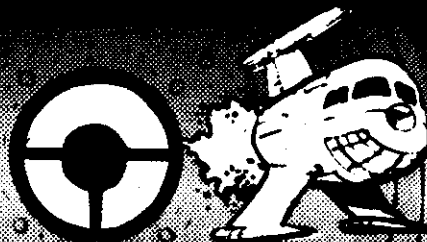


Tunk turns to you and says, "Spy, you and Proteum must track Kort down."

He raises his arm in farewell. "Now I must journey to sector 35. I have promised to go to Oldenor to help open a special exhibit of ancient weapons. Good-bye, and good luck on your missions." He departs. Andromeda and you leave, too—to get some needed rest.

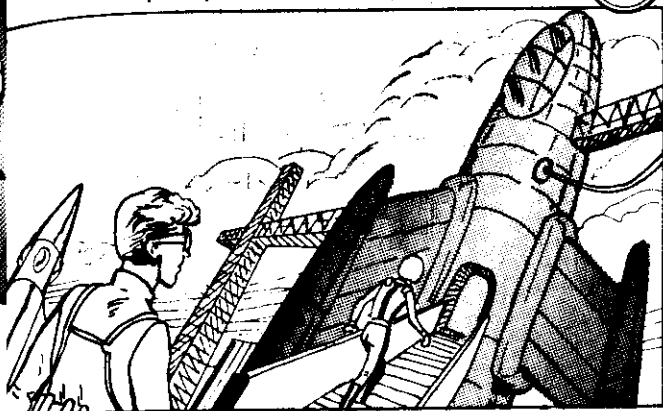
Turn to page 18.

Go back to page 55 and try again.



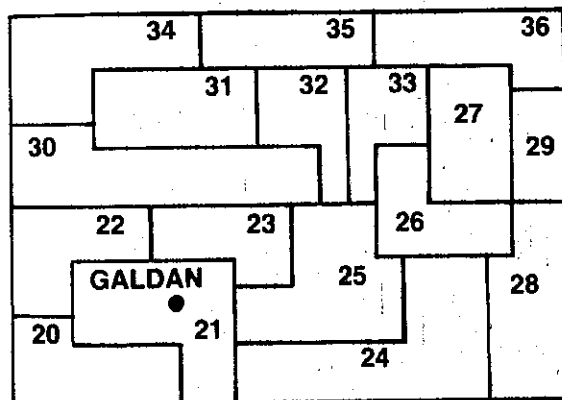
You try to land in the berth, but you hear a horrible scraping noise. You don't hear the explosion.

You and Proteum arrive at the spaceport and board your ship.



Proteum takes out a map of the galaxy and says, "Last night, I kept getting wisps of thought from Kort. My best guess is that they were coming from sector 36."

Galdan is in sector 21. You must choose the route that passes through the fewest sectors.



**Do you pass through sector 25?
Turn to page 21.**

**Do you pass through sector 24?
Turn to page 87.**



You meet Tunk in a briefing room. He shows you a picture and says, "This is my twin brother Kort. Seven kad-years ago, Kort tried to join the Interplanetary Spy organization. He passed all the tests, but was rejected because he refused to obey an order during a training mission. His partner on that mission was badly injured as a result of Kort's action.



"After that, Kort left our home planet and lived for three kad-years on Sarpan, a planet of the Binomia system. Binomia is a double star that emits pentatronic radiation. The radiation affected Kort's mind, and he became a violent criminal!

"Now Kort has stolen the only model of a bionic ESP machine recently invented by Dr. Cyberg, a scientist you know from your other missions. The bionic ESP machine can give an individual the power to read minds. But Dr. Cyberg fears that Kort could modify the machine to give himself the power to control minds hypnotically!"

Tunk continues, "It's hard for me to believe this of my own brother, but I'm afraid Kort may be controlling the mind of one of the Ultraheroes at the training camp. Certain 'accidents' have been happening that don't seem so accidental! I think Kort is causing one of the Ultraheroes to sabotage the training exercises.

"There are five Ultraheroes at the camp. Andromeda is a superathlete. Logico has electronically increased intelligence. Proteum is a mechanical genius. Telenon can teleport herself at the speed of light. Chronos can speed up or slow down time. Kort's agent can't be Andromeda or Logico, because the first 'accident' happened before they arrived at the camp.

Andromeda Logico Proteum Telenon Chronos



"Your mission, Spy, is to pose as another Ultrahero trainee and find out which of the other three Ultraheroes is under Kort's mental control. Then you must find Kort and capture him before he can do any more harm."

Turn to page 16.

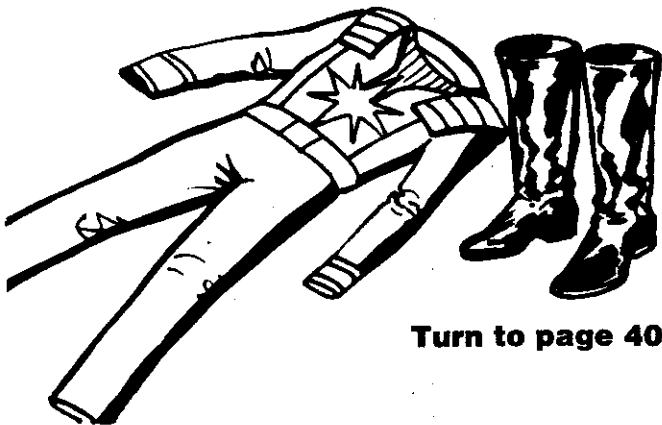
After you finish studying the picture of the Ultra-heroes, Tunk says, "I'm going to give you equipment that will help you pose as an Ultrahero trainee."

**"The communicator
has a stun ray
concealed inside.**



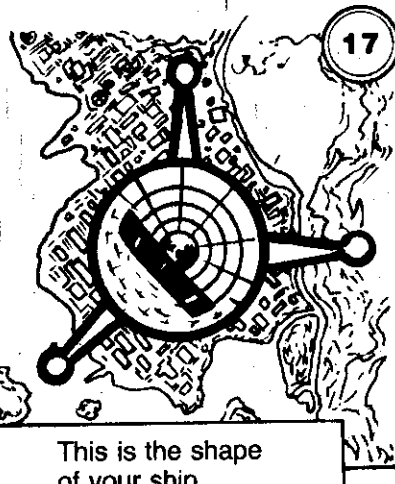
"The helmet was built by Dr. Cyberg. It is the only one of its kind! Its circuitry will increase your ability to make quick, correct decisions during emergencies. It will also protect you in case Kort tries to use the bionic ESP machine to read or control your mind.

"The uniform and boots are made of superstrong, weatherproof material."

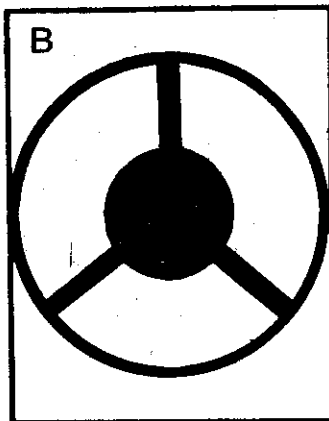
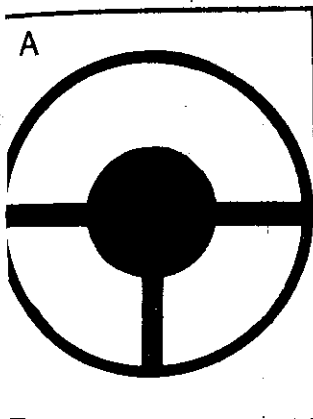


Turn to page 40.

You set the course correctly. You zoom through hyperspace and soon reach Galdan. Now you must land the ship in the proper berth.



This is the shape
of your ship.



**Do you land in berth A?
Turn to page 12.**

Do you land in berth B?
Turn to page 31.

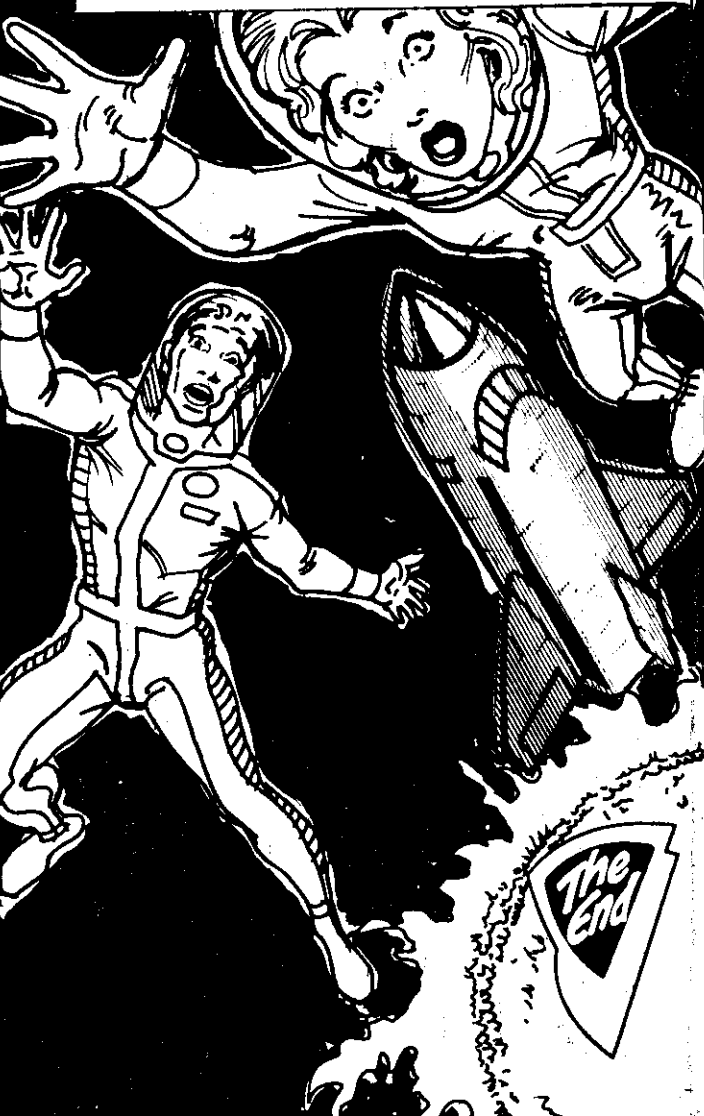
The next morning, you meet Proteum and start out for the spaceport in Elnar.

During the drive, Proteum suddenly says, "I have a confession to make. Soon after the training exercises began, I became angry at the other trainees—maybe because I thought they were better than me. Then, while I was on a visit to my home planet, I met Kort. He seemed friendly and he looked just like Tunk, so I trusted him. I told him how I felt about the other Ultraheroes. I don't remember much about what happened after that—he must have hyptonized me! So you see, some of the fault is mine."

You tell Proteum that you're sure all is forgiven. You point out that Tunk has trusted him to accompany you on this mission.

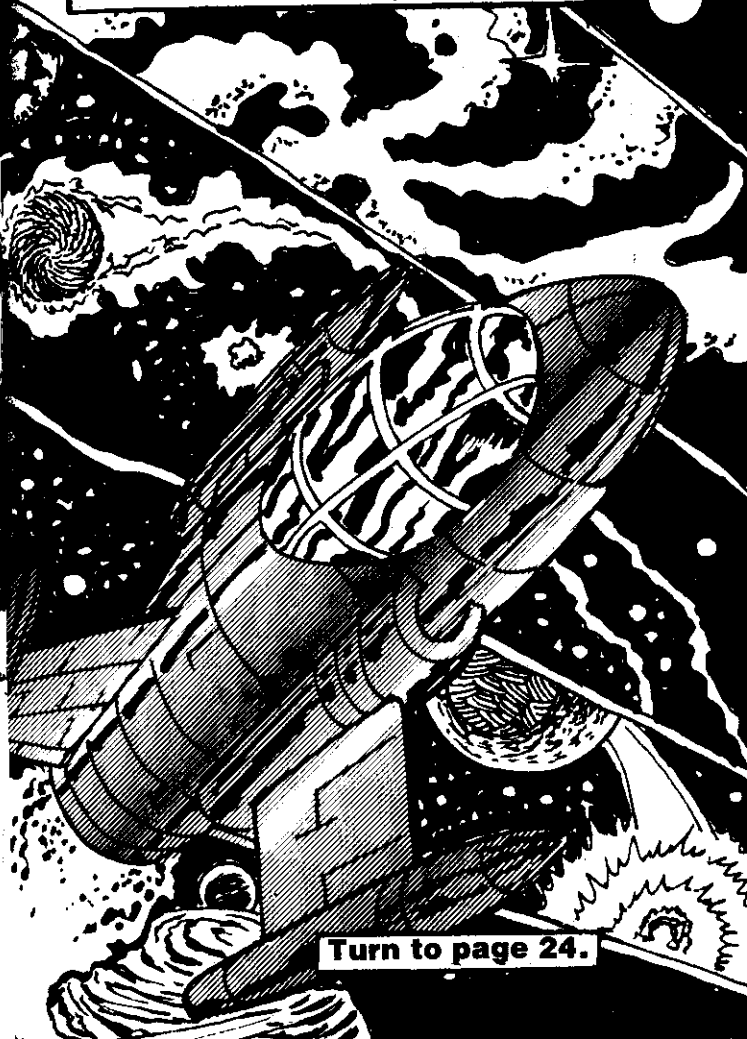
Turn to page 13.

A fatal mistake, Spy. Firing rocket 3 sends the shuttlecraft spinning out of control. You and the other Ultraheroes are doomed to orbit Galdan's sun . . . forever!



Passing through sector 25, you blast across hyperspace.

Your search takes you to many star systems of sector 36. Proteum is trying to tune in on Kort's thoughts.



Turn to page 24.

You selected the wrong shapes!

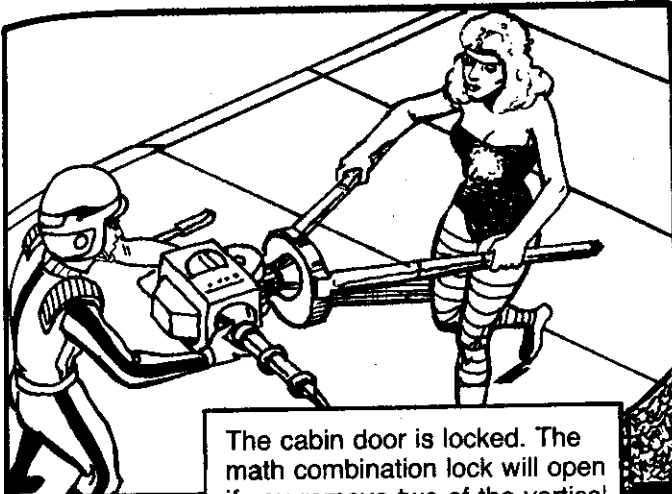
The screen indicates that your course will place you inside a nearby star!

ALERT

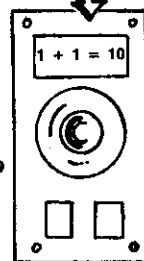
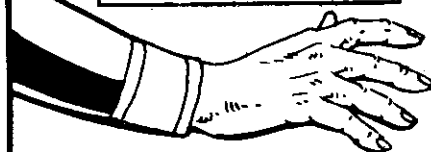
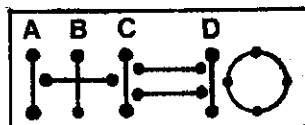
Try again, Spy.

Go back to page 3.

That night, you and Andromeda carry the hypnoreducer to Proteum's cabin.



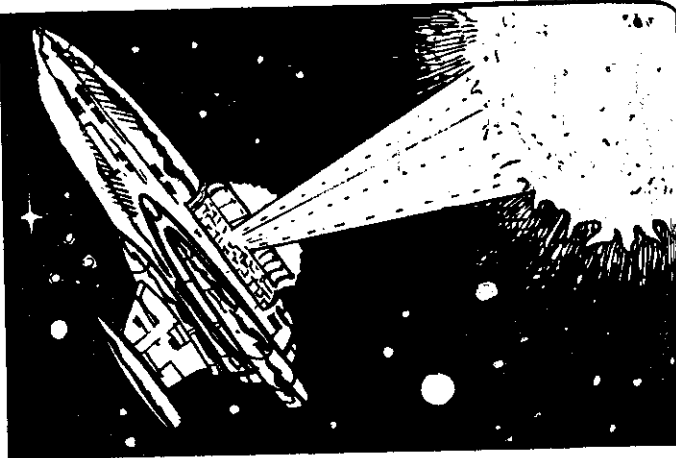
The cabin door is locked. The math combination lock will open if you remove two of the vertical bars to make the equation true.



**Do you remove bars B and D?
Turn to page 26.**

**Do you remove bars A and C?
Turn to page 70.**

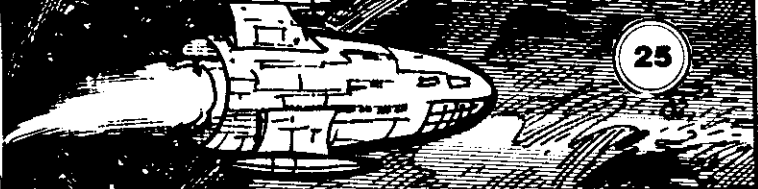
The time you spend searching is long and uneventful. One day, while you have stopped in space to recharge your engines' cosmic-ray fuel cells, you think of a way to pass the time.



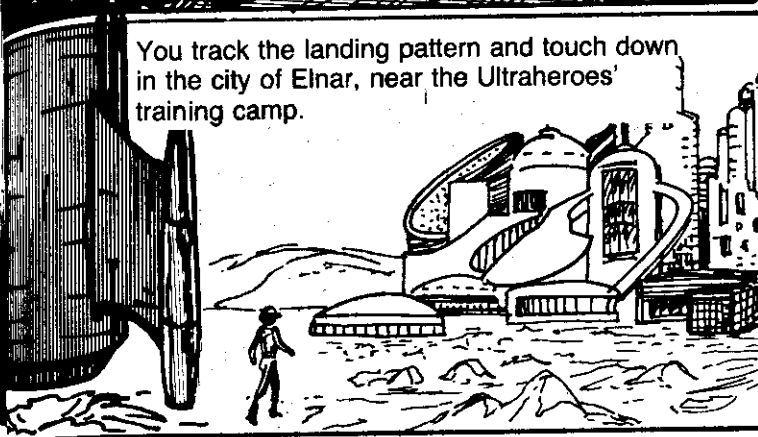
You say to Proteum, "My helmet's circuitry is supposed to increase my mental powers, and you can read minds from the bionic ESP treatment. Let's see if you can send a thought into my mind! I have no code name for this mission, so why don't you think of one for me?"



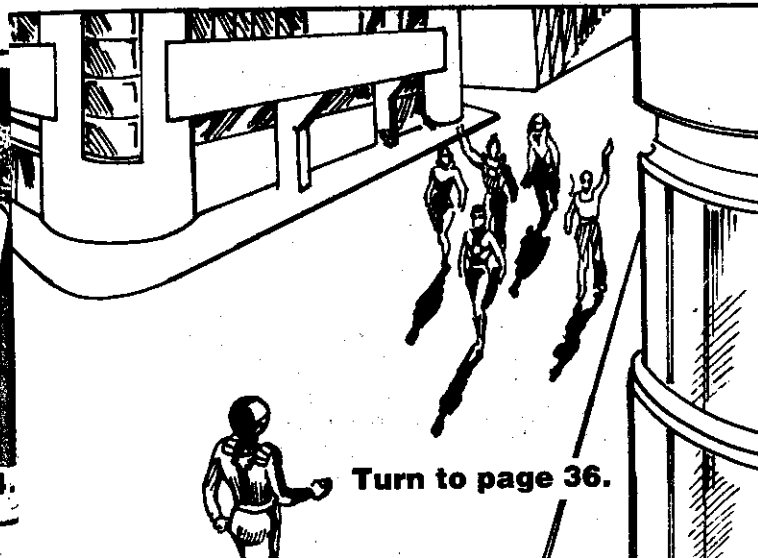
Turn to page 74.



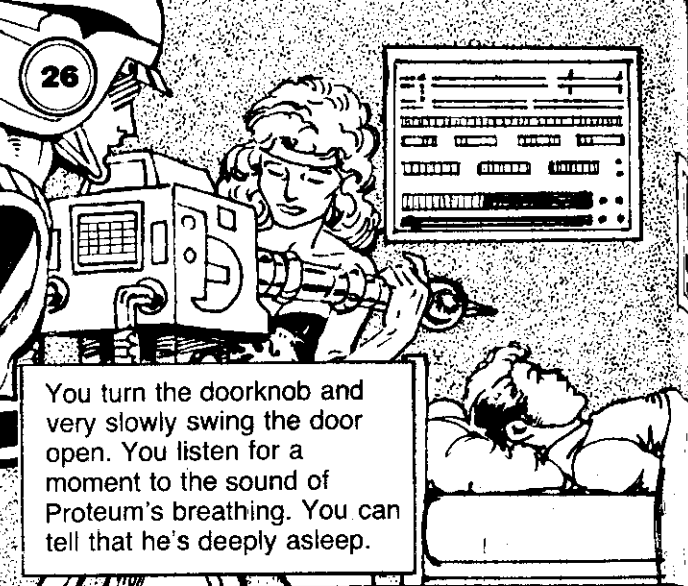
You track the landing pattern and touch down in the city of Elnar, near the Ultraheroes' training camp.



Tunk has radioed ahead to tell the Ultraheroes that another trainee is coming, and they are all there to greet you!



Turn to page 36.



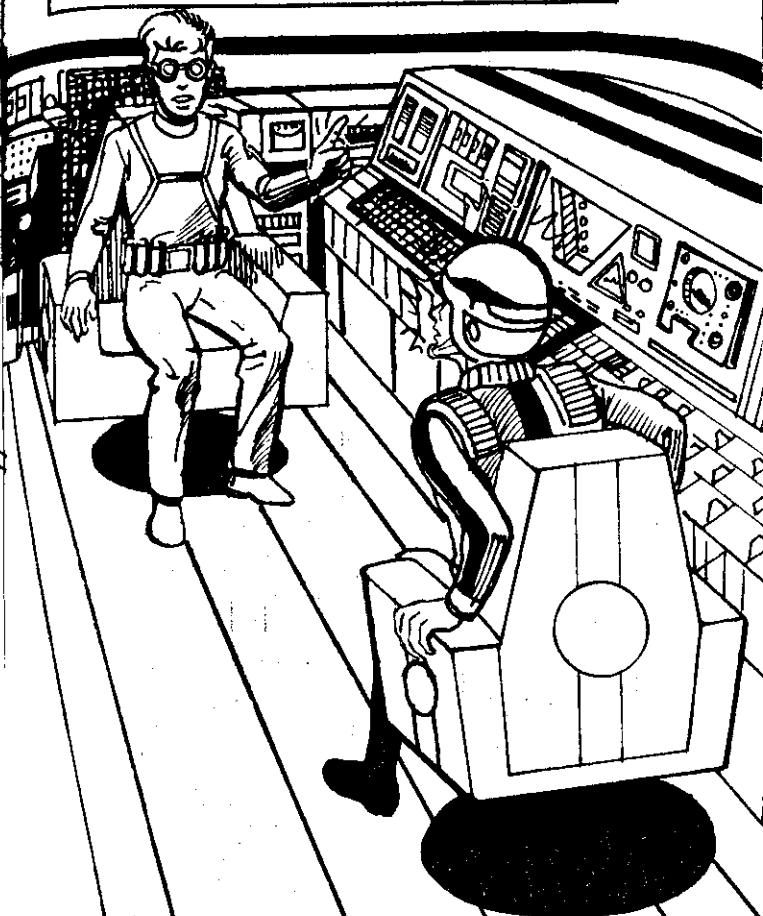
You turn the doorknob and very slowly swing the door open. You listen for a moment to the sound of Proteum's breathing. You can tell that he's deeply asleep.

You and Andromeda enter Proteum's room and carefully, silently set up the hypnoreducer. You can turn it on by pressing buttons 1, 3, 7, 13, and the next button in the number sequence.

1 On	2	3 On	4	5
6	7 On	8	9	10
11	12	13 On	14	15
16	17	18	19	20
21	22	23	24	25

Button 20? Turn to page 30.
Button 21? Turn to page 80.

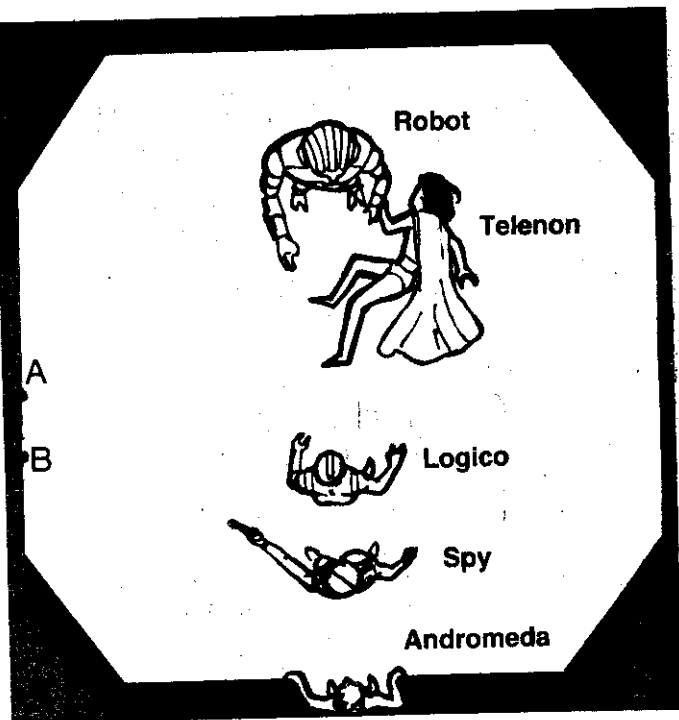
You say to Proteum, "Have you named me Starblazer?"



Proteum laughs and says, "That's a good name, but it's not quite what I had in mind!"

Go back to page 74 and try again.

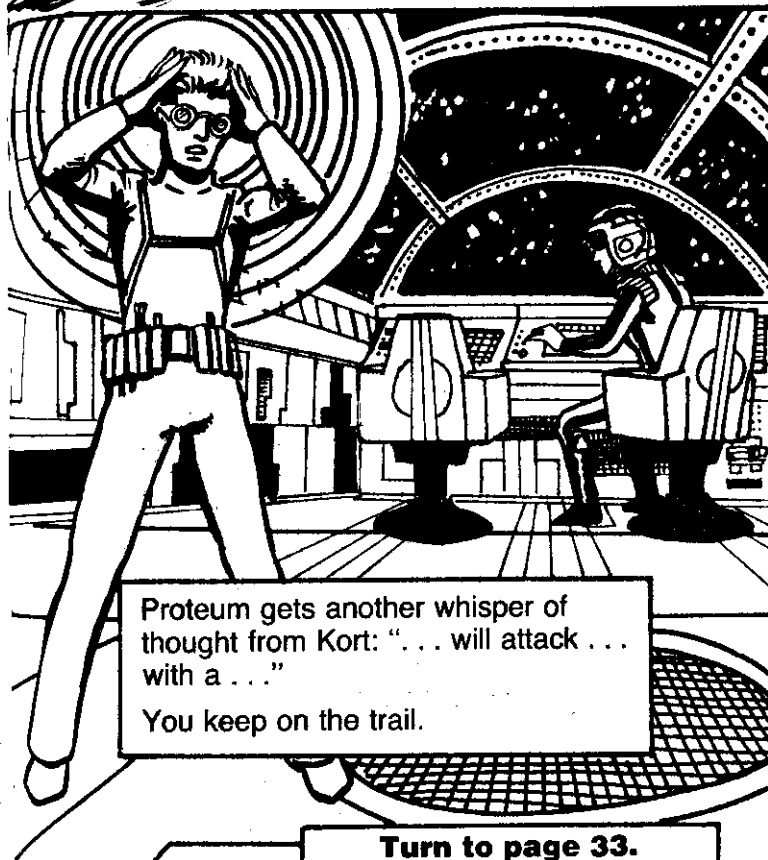
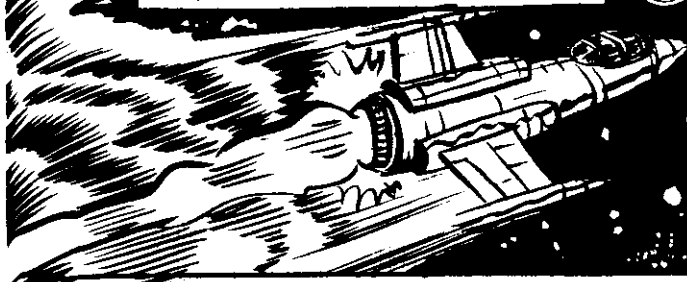
Logico is between you and the robot. You can use the ray in your communicator to destroy the robot's weapon, but you must shoot at the wall so that the ray bounces off and strikes the robot's hand.



**Do you aim for point A?
Turn to page 8.**

**Do you aim for point B?
Turn to page 63.**

Nice going, Spy! You made it around the storm.



Proteum gets another whisper of thought from Kort: "... will attack ... with a ..."

You keep on the trail.

Turn to page 33.

You pressed the wrong button, and the machine operates in reverse!

$3 - 1 = 2, 7 - 3 = 4$
 $13 - 7 = 6, 21 - 13 = 8$
 $2 \dots 4 \dots 6 \dots 8$

You have hypnotized yourself! It will be a long time before you can do anything but stare!

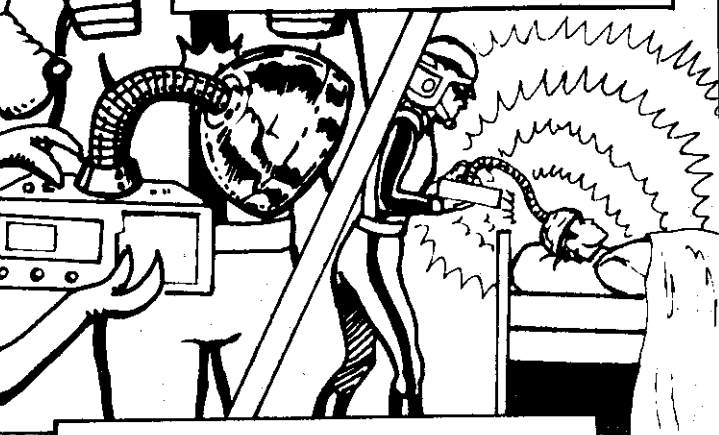
The End!

You land safely.

Turn to page 14.

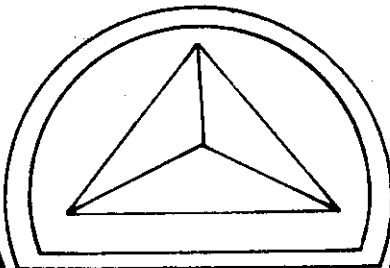
32

Tunk shows you how to operate the bionic ESP machine, and you place the cap on Proteum's head.



The ESP scanner on the machine displays this readout of Proteum's brainwaves. To give Proteum the bionic ESP treatment, you must press the button showing the number of triangles in the readout.

3



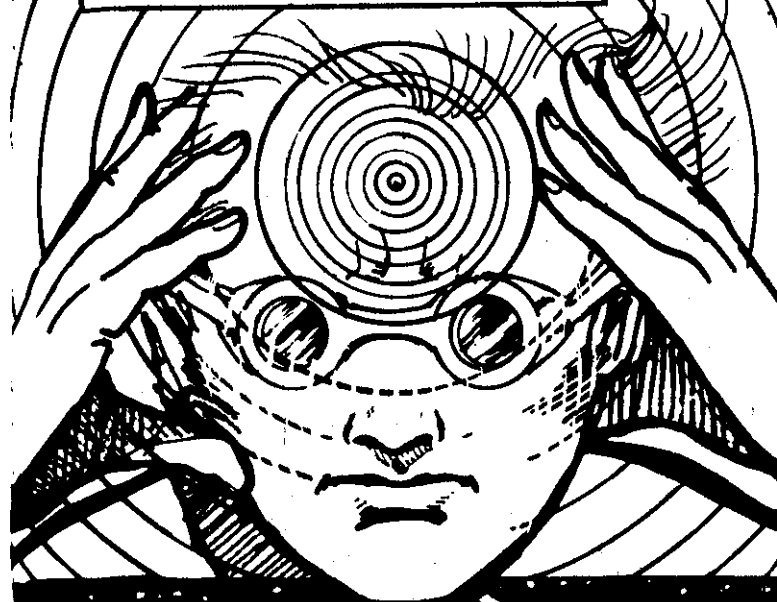
4

3?
Turn to
page 78.

4?
Turn to
page 6.

As you enter sector 35, Proteum says that Kori's thought waves are getting stronger.

33



You suddenly remember that Oldenor is in sector 35, and Tunk is there. He may be in danger!

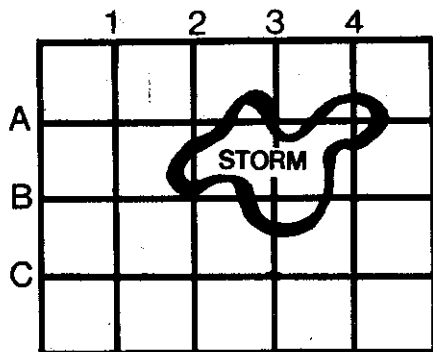


Turn to page 41.

"You've named me Stargazer!" you say.
 "That's right!" says Proteum. "I hope you like it."

You're about to say that you do, when your ship's computer sounds an emergency alert! You're heading for a huge warp storm! At the same moment, Proteum picks up the trail of Kort's thoughts!

You must avoid the warp storm by making the correct sequence of jumps through hyperspace. You are at position A1. Proteum is tracking Kort at position B4. Which sequence of jumps will take you most quickly around the storm?



A1-C3-B4?
 Turn to
 page 82.

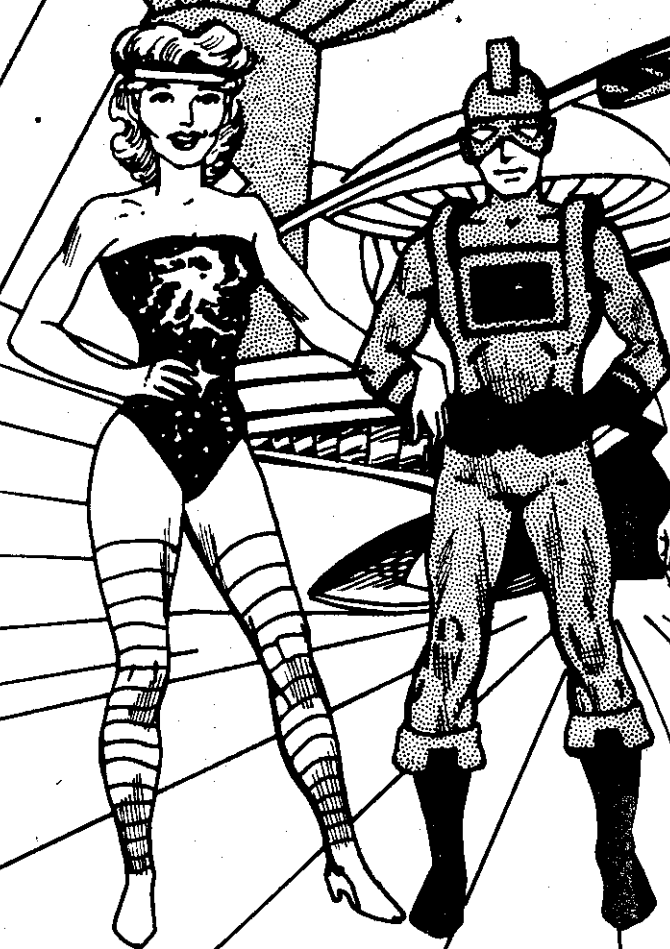
A1-C2-C3-B4?
 Turn to
 page 29.

You complete the combination, and the vault opens. A screen inside the vault displays the Ultraheroes' training records.

CONTROLS	ANDROMEDA	LOGICO	PROTEUM	CHRONOS	TELENON
Planet Hopping	ABSENT	ABSENT	89	88	94
Sports and Gymnastics	ABSENT	ABSENT	86	97	89
Jungle Survival	87	99	82	98	100
Marksmanship	98	79	96	87	79
Emergencies	88	89	80	99	88
Mazes	100	98	97	98	99
Arctic Survival	87	88	91	88	98

Turn to page 39.

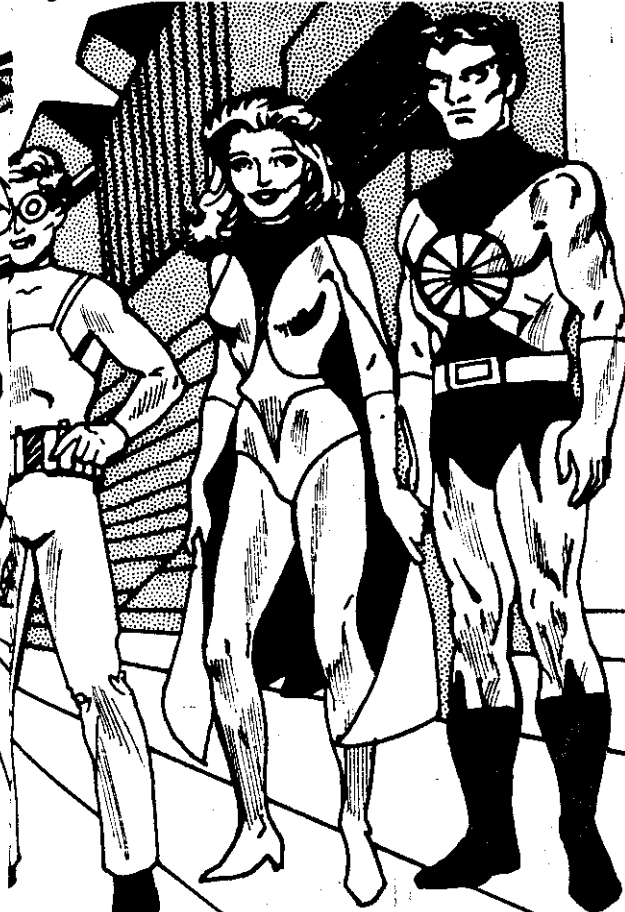
Andromeda smiles and says, "Welcome!"



Logico nods hello. He is silent and dignified.

Proteum grins and says, "I hope you know what you've gotten yourself into!"

"Glad to have you with us," says Telenon.



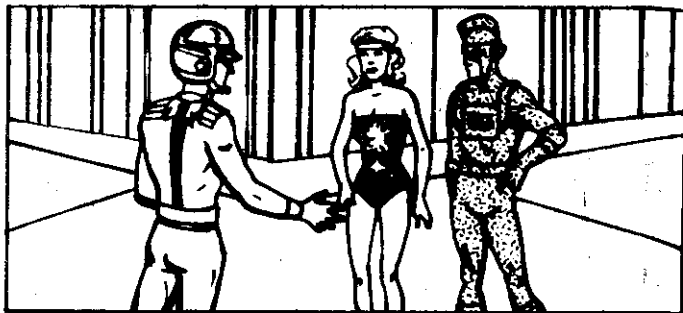
Chronos says, "You must be very special to get into the Ultraheroes this late!"

Turn to page 38.

You drive to the training camp. Andromeda and Logico want to show you around. The others go to their cabins to rest up for the next training exercise.

"Now that the others are gone," says Andromeda, "we can speak freely. Tunk told Logico and me who you are and why you are here, but of course I would have remembered you!"

You tell Andromeda that you remember her, too—from your mission at the Space Olympics!



Logico says, "Let's hope we can solve this mystery before anyone gets hurt! Tunk suggested that a look at our training records might give you a clue."



Turn to page 46.

You carefully inspect the Ultraheroes' scores. When you are finished, you lock the vault and go to your cabin. It's been a long kad-day!

CONTROLS	ANDROMEDA	LOGICO	ROTEUM	SONOS	NON
Planet Hopping	Absent	Absent			
Sports and Gymnastics	Absent	Absent			
Jungle Survival	87	99	82		
Marksmanship	98	79	96		
Emergencies	88	89	80	95	

**SABOTAGE
ATTEMPTS**
**SPORTS AND
GYMNASTICS**
**JUNGLE
SURVIVAL**
EMERGENCIES

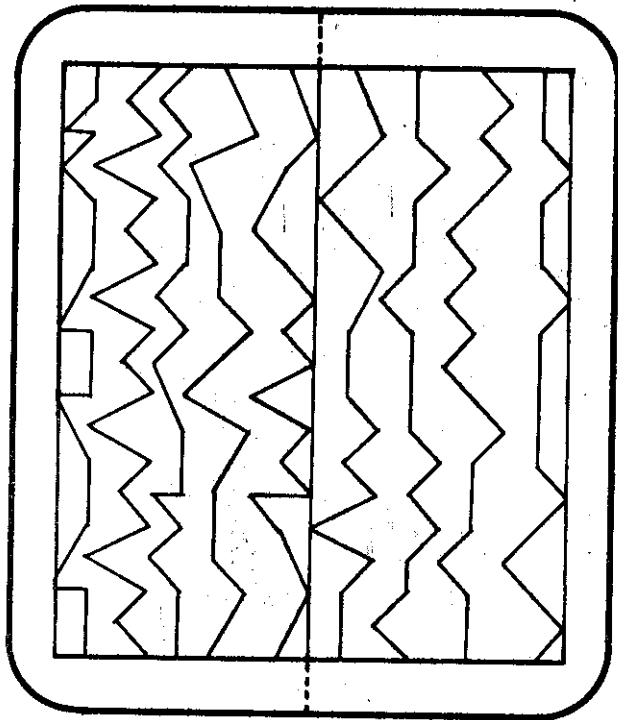


Turn to page 58.

40

You put on your outfit and place the communicator in your pocket. Then you board your ship and head for the Ultraheroes' training camp, on the other side of Galdan.

You must track the training camp's wavelength landing pattern. The landing pattern has a regularly repeating shape. The other eight patterns are waves emitted by Galdan's star.



**Is the landing
pattern on this half
of the screen?
Turn to page 25.**



**Is the landing
pattern on this half
of the screen?
Turn to page 51.**

41

Proteum picks up a picture from Kort's mind. He says, "Kort plans to put a giant mirror in an asteroid. Why?"

You don't know. You'll have to get closer, so Proteum can read Kort's exact plans.



Turn to page 71.

You're at a dead end!

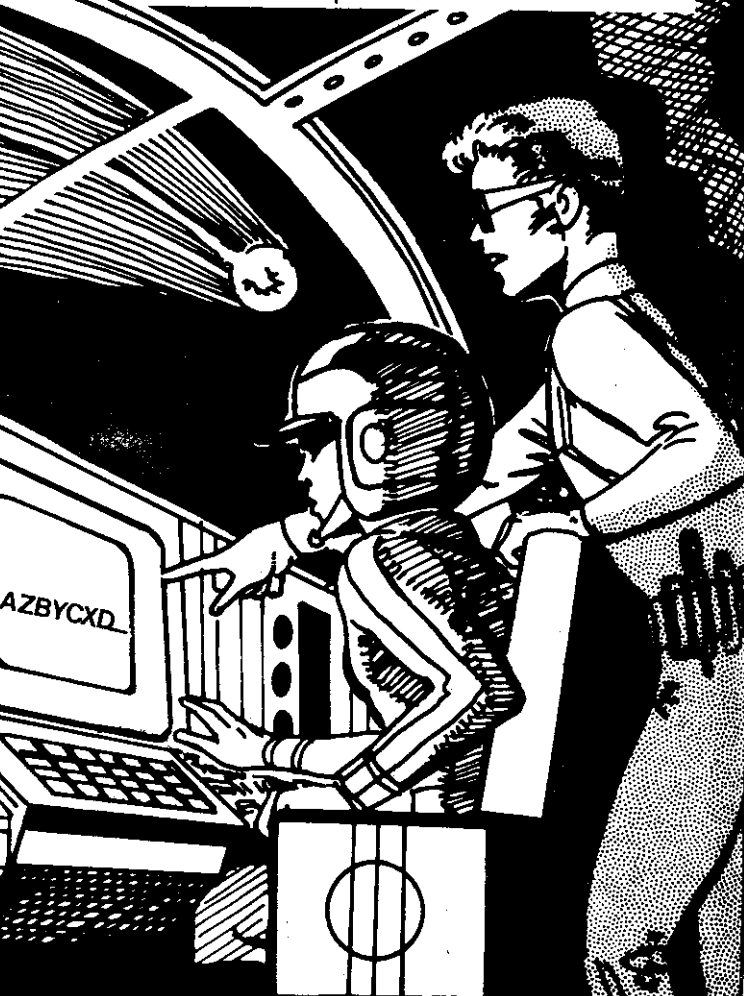
Very dead!

The
End!

The next training exercise begins a few days later. In this exercise, you and the other Ultraheroes must place a subatomic-particle counter in close orbit around Galdan's star.

Turn to page 55.

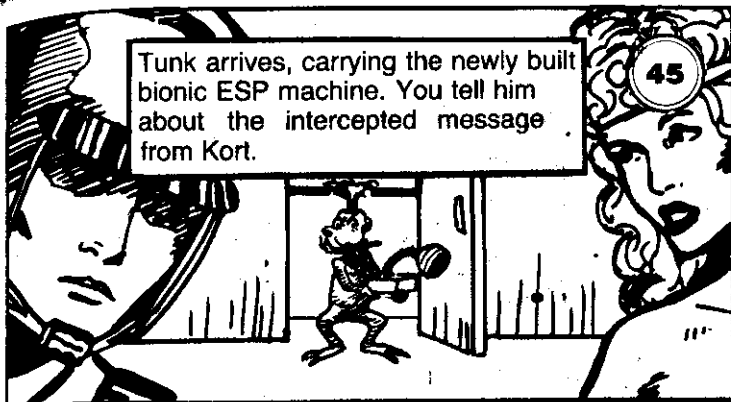
Proteum is watching you as you start to press the E. He says, "Wait! D is near the beginning of the alphabet. The next letter should be near the end of the alphabet."



You realize that he's right, and you press the W.

Turn to page 92.

Tunk arrives, carrying the newly built bionic ESP machine. You tell him about the intercepted message from Kort.

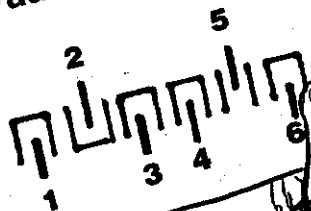


Tunk says, "We'll turn the tables on Kort now! We'll give Proteum the bionic ESP treatment while he's still sleeping and his mind is completely open. And because he has been under Kort's mental control, he will have a special ability to read Kort's mind, even across great distances in space. He'll be able to track Kort's thoughts the way a bloodhound tracks a scent!"

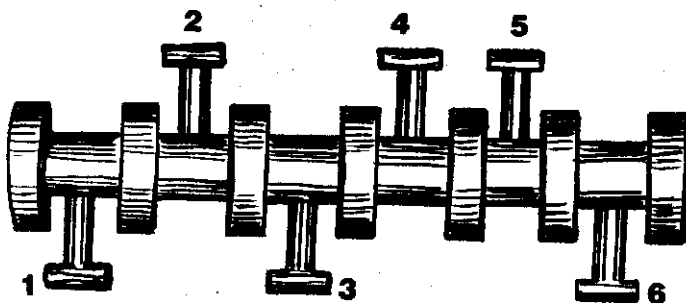
Turn to page 32.

Logico takes you to the room where the records vault is kept and hands you the combination to the vault. He says, "I shouldn't look at our scores. So, good night." He leaves.

Vault Combination



Which lever must you move to complete the combination? Be careful—if you move the wrong lever, all the records will be erased!



Lever 1?
Turn to page 4.

Lever 4?
Turn to page 35.

You race through the box canyon and board the ship. The gorapod is not far behind.



Luckily, Proteum has finished the repairs. You take off, following Kort's thought waves.

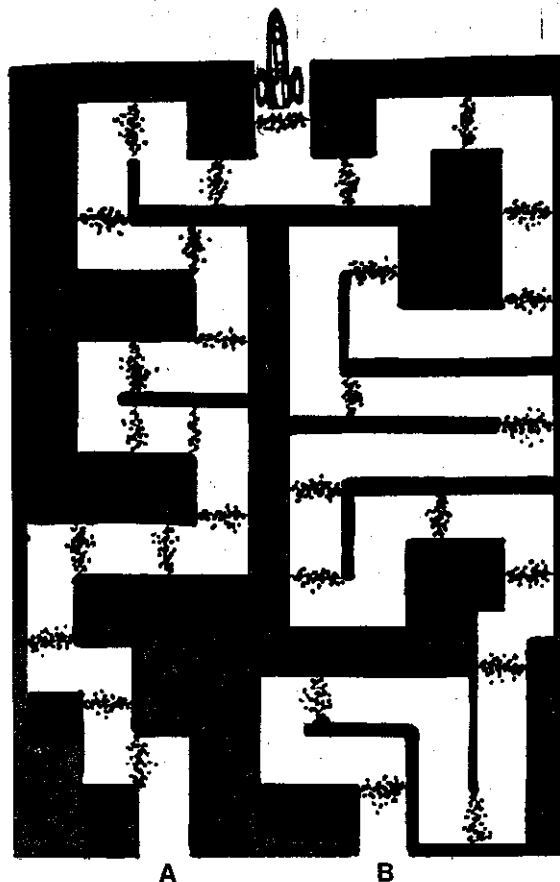
Turn to page 33.

Proteum comes out of the cabin with a flash-light and begins to search for the source of the noise. When his back is turned, you quickly jam the lock mechanism so it will not lock after Proteum returns.



Turn to page 5.

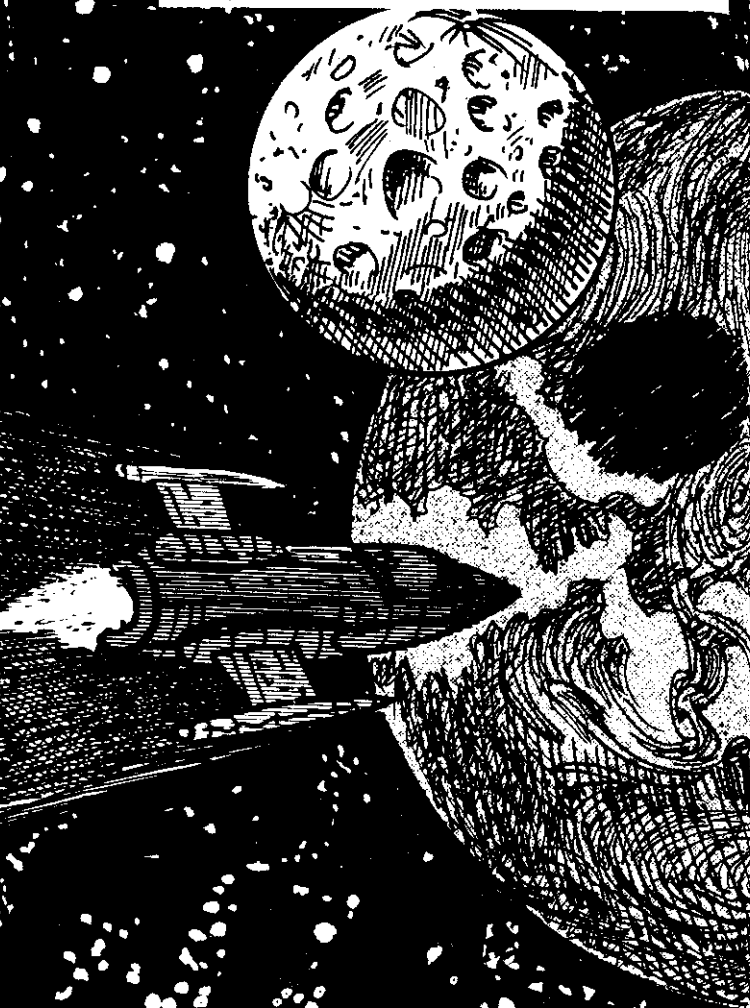
Kort's ship will leave a warp trail through hyperspace. Since his is the most recent trail, it has the most warps. Be careful—if you miss the correct trail, you'll have to backtrack, and you'll burn out your hyperdrive. Without a hyperdrive, you'll never be able to return to normal space!



**Trail A?
Turn to
page 95.**

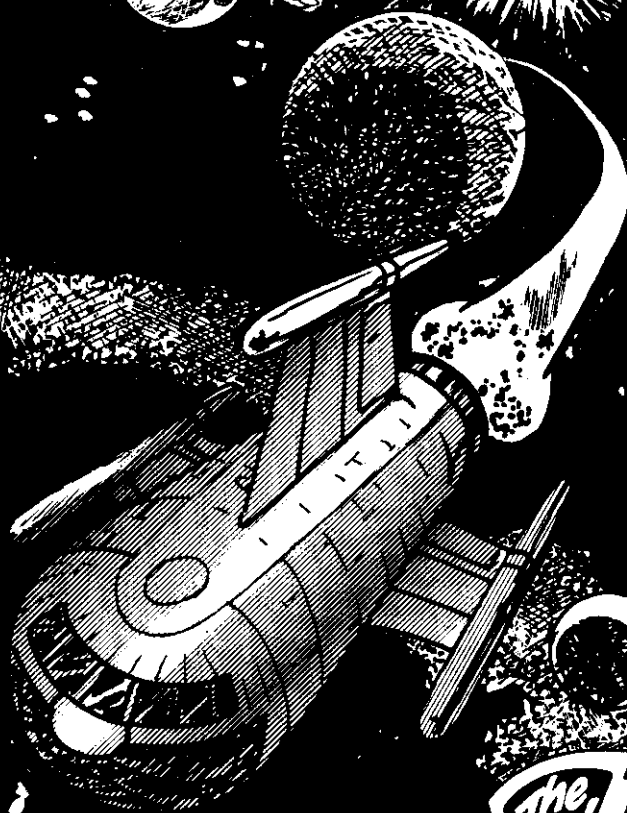
**Trail B?
Turn to
page 56.**

You and Proteum get through the comet swarm, but there is no sign of Kort. There are only six kad-hours left until the asteroid is in position!



Turn to page 117.

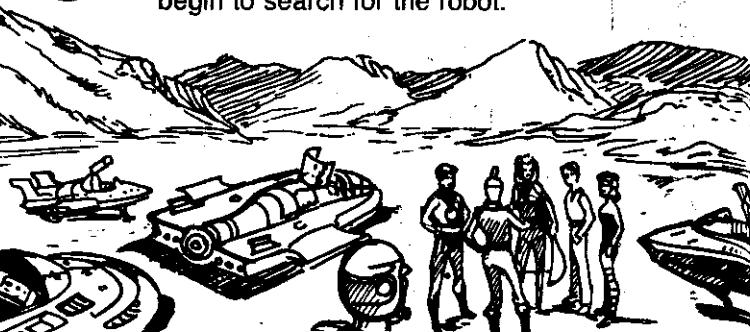
You are leaving Galdan!



Tunk will have to find someone else for this mission.

The End

Nicely done, Spy! You arrive on Cryon and meet up with the other Ultraheroes. You all begin to search for the robot.

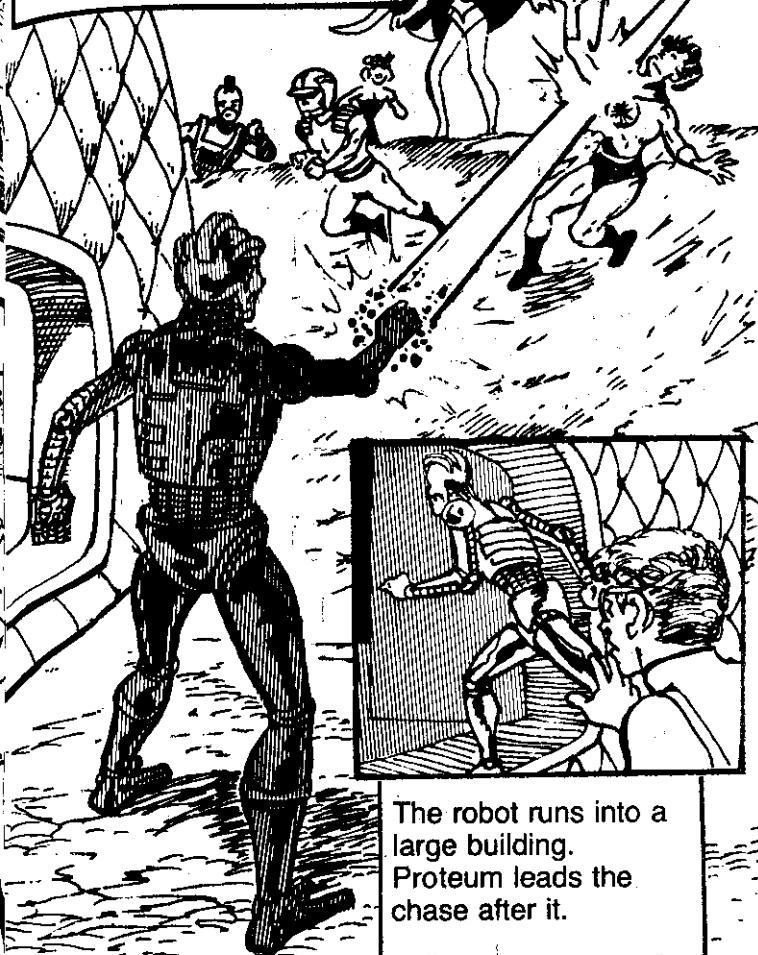


Andromeda spots it! You follow it as it disappears over a hill.



Go on to the next page.

As you all reach the top of the hill, the robot turns and fires! A beam grazes Chronos, stunning him. This "training exercise" is dangerous!



The robot runs into a large building. Proteum leads the chase after it.

Turn to page 54.

You follow Proteum into the building. The other Ultraheroes are close behind, except for Chronos, who is still stunned. Proteum points to a doorway and says, "The robot went in there!"

Logico opens the door and rushes in! The robot aims its hand weapon at Logico. From behind you, Telenon yells, "Look out! The weapon is set to kill!" She teleports across the room and upsets the robot's aim, but Logico is grazed by the beam. Then the robot knocks Telenon to the floor and again takes aim at Logico.

Turn to page 28.

You board a shuttlecraft with the other Ultraheroes and head for the star.

You have been selected to program the particle counter so it will monitor the star's activity. Press the buttons with matching particle structures.

1				
2				
3				
4				

Do you press buttons in rows 2 and 4? Turn to page 10.

Do you press buttons in rows 1 and 3? Turn to page 60.

As you track Kort through hyperspace, your computer indicates that you are heading back toward Oldenor. When you and Proteum emerge from hyperspace, Kort is just a few thousand kad-miles ahead of you.

Suddenly your computer sounds an alert! There is a comet swarm in your path! Kort has already made it through the swarm. If you slow down or try to go around the swarm, Kort will escape.

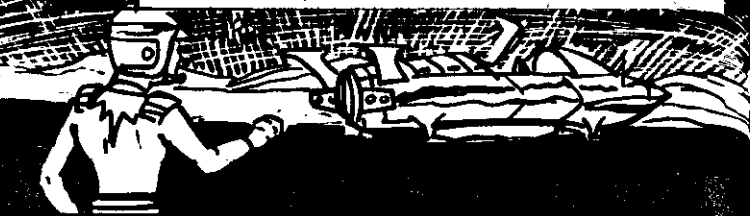
There is only one kad-day left until the asteroid is in position!

Go on to the next page.

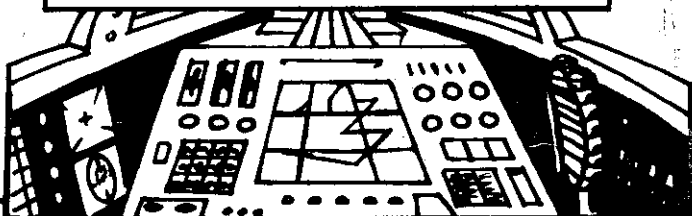
You must try to get through.

Turn to page 84.

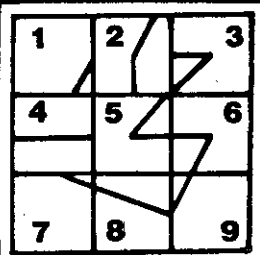
The next morning, a new training exercise begins. You and the other Ultraheroes will try to capture a robot on a winter planet, Cryon.



You board your assigned ship and study the controls.



You must program the computer with Cryon's coordinates. This is done by switching two of the numbered squares to make one continuous line on the screen.

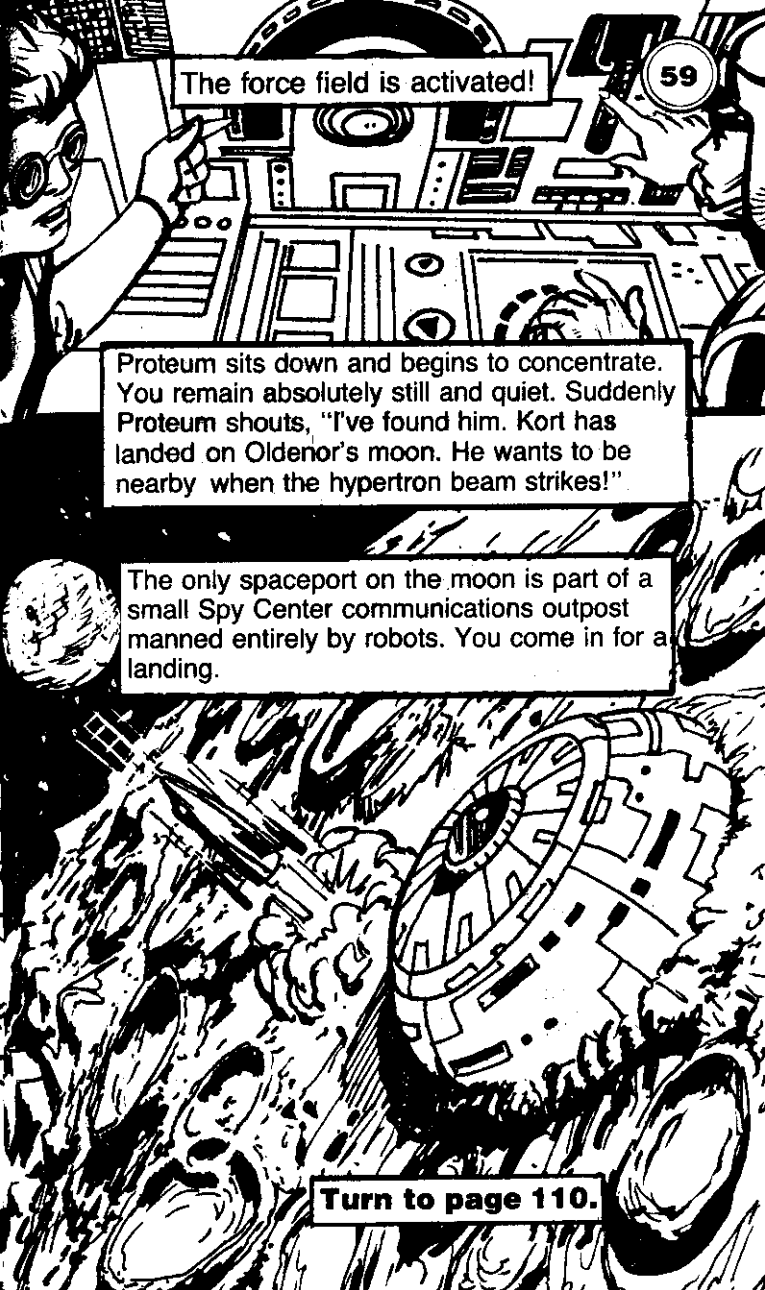


Do you switch squares 2 and 4?
Turn to page 52.
Do you switch squares 1 and 5?
Turn to page 91.

The force field is activated!

Proteum sits down and begins to concentrate. You remain absolutely still and quiet. Suddenly Proteum shouts, "I've found him. Kort has landed on Oldenor's moon. He wants to be nearby when the hypertron beam strikes!"

The only spaceport on the moon is part of a small Spy Center communications outpost manned entirely by robots. You come in for a landing.



Turn to page 110.

You correctly program the particle counter.

Telenon teleports herself, Chronos, and the particle counter into a position near the star. You and the other Ultraheroes remain on the shuttlecraft.

Turn to page 7.

You went the wrong way, Spy!

The End

Well done, Spy! You rescue Chronos and Telenon. They will quickly recover from their "sunburn"!

You return to base on Galdan.

Turn to page 68.

Your aim doesn't help Logico.

And you don't see the robot taking aim at another Ultrahero: you!

The End

You're about to go up to Tunk, when Proteum stops you and says, "It's Kort! He's been trying to conceal his thoughts, but I managed to read them."

Kort leaps out of his chair and shouts, "I heard that! Guards, kill them!"

The guards level their rifles. Suddenly Tunk's voice comes from a speaker next to the screen. "Guards, don't follow his orders! He's an imposter. I'm the real Tunk!" The guards are confused, so they do nothing.

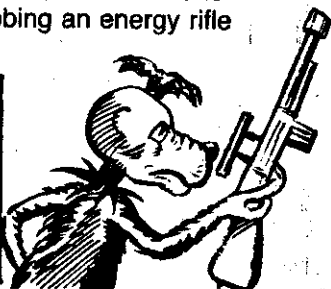
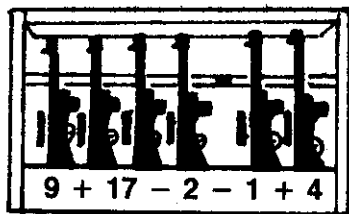
Turn to page 66.

You set the hypnoreducer so it broadcasts Kort's signal into your mind. You are not in danger because your helmet protects your mind.

**... sabotage
survival training
with hostile animals ...**

Turn to page 45.

Kort realizes that his impersonation has failed. He leaps from the chair and runs out of the room, grabbing an energy rifle on the way.

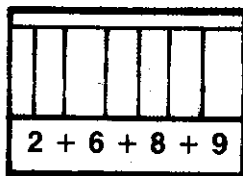


From the screen, Tunk shouts, "The other Ultraheroes have blown up the asteroid! You and Proteum must capture Kort. Hurry!"

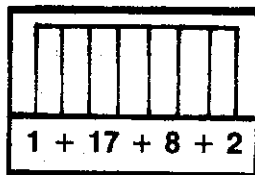


As you run for the exit, Proteum says to you, "We'd better take a rifle with a greater range than the one Kort took."

The numbers at the bottom of the racks add up to indicate the ranges of the rifles. From which rack do you take your weapons?

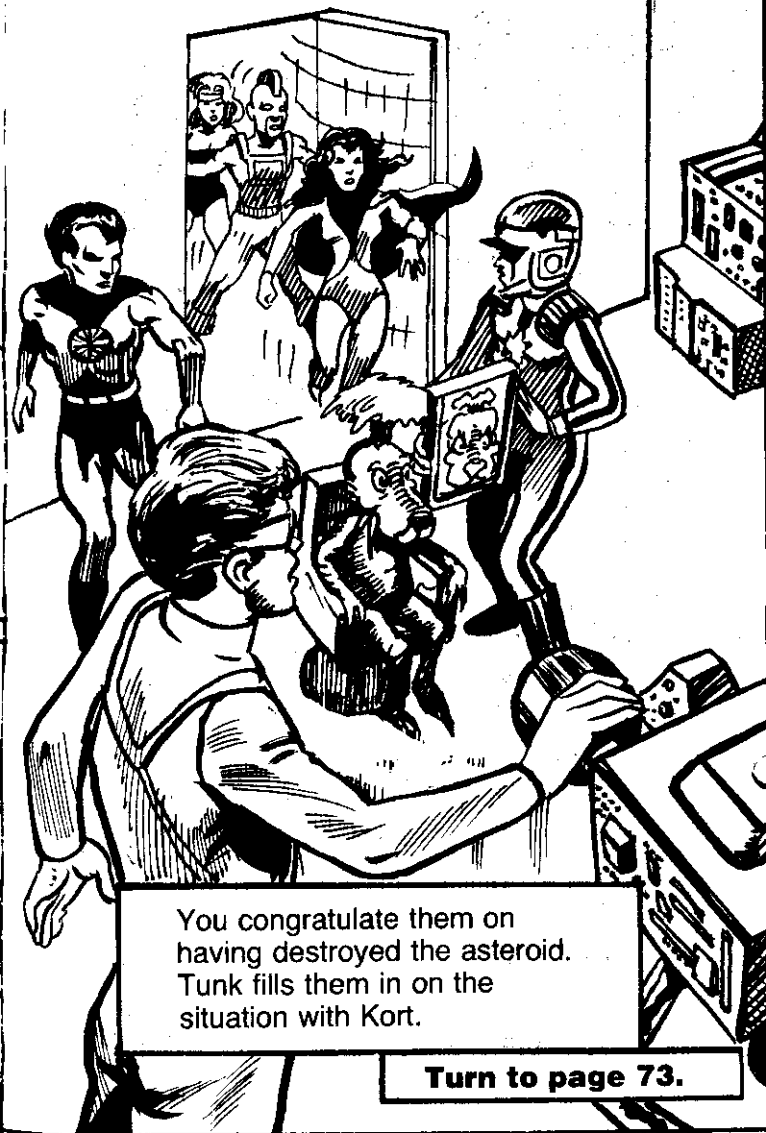


This rack?
Turn to page 114.



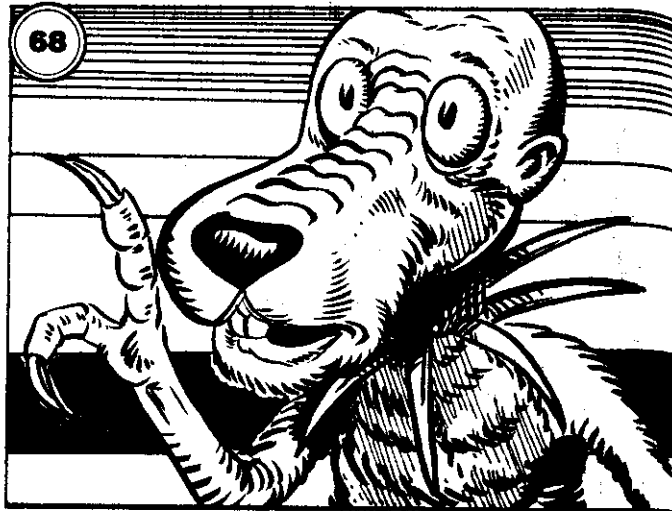
This rack?
Turn to page 105.

As Tunk is finishing his broadcast, the other Ultraheroes arrive!

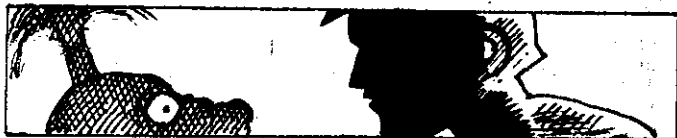


You congratulate them on having destroyed the asteroid. Tunk fills them in on the situation with Kort.

Turn to page 73.



You and Andromeda report to Tunk at his headquarters. Andromeda says, "Proteum must be the saboteur, because both Telenon and Chronos almost lost their lives as a result of the sabotage. They wouldn't have risked death!" You tell Tunk that you agree with Andromeda.



"Good work!" says Tunk. "Even better, we will now be able to find out whether you are correct. Dr. Cyberg has just completed building a bionic ESP machine to replace the one Kort stole. He has also invented *another* machine, called a hypnoreducer. The hypnoreducer's rays will free Proteum's mind from Kort's mental control, and it will protect him against Kort's mind probes."

Turn to page 23.

The other Ultraheroes seem to be in a rage!
They approach Tunk!



Only you and Proteum are not affected.

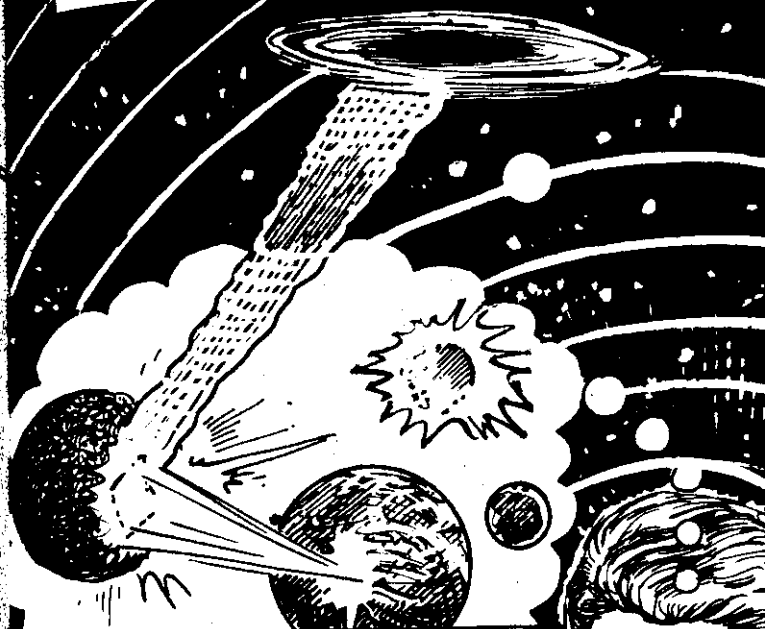
Turn to page 72.

You remove bars A and C and try the door. It is still locked! Your fumbling has awakened Proteum. He comes to the door. You and Andromeda hide in some bushes.



Turn to page 48.

Finally, you are close enough to Kort. Proteum is able to read his mind completely.



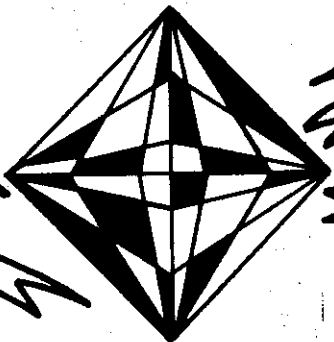
"It's horrible!" says Proteum. "Kort plans to kill everyone on Oldenor with hypertrons focused as a beam by the mirror on the asteroid! Hypertrons are deadly particles given off by a black hole near Oldenor's system. After everyone on the planet is dead, Kort plans to steal one of the artifacts on display there—a Glaronian thought-amplifier helmet. It will enable him to use his bionic ESP to control minds everywhere in the galaxy!

"Stargazer, my friend, we must not allow him to carry out this evil scheme!"

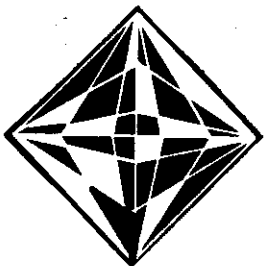
Turn to page 104.



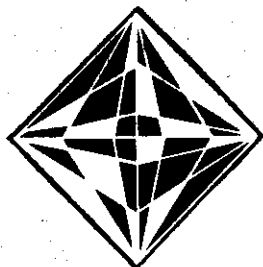
"Kort is using the thought amplifier to control the Ultraheroes and make them attack Tunk!" says Proteum. "I am protected because you used the hypnoreducer on me, and your helmet is protecting you. I can see the mental-control pattern that Kort is using, and I will show it to you." You concentrate and see this pattern in your mind.



Proteum says, "I can override Kort's control by projecting the pattern that is the exact reverse of Kort's pattern. You must help me! I can't tell which of these two patterns is correct!" Proteum projects two more patterns into your mind.

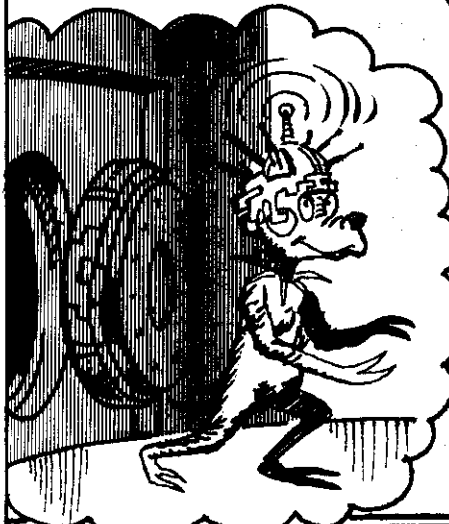


**Is this pattern
the reverse of
Kort's pattern?
Turn to page 109.**



**Is this pattern
the reverse of
Kort's pattern?
Turn to page 88.**

Tunk's communicator buzzes. He listens to the message. "Terrible news!" he says. "Kort has stolen the Glaronian thought amplifier!"




"He used his bionic ESP to read a guard's mind and learn how to unlock the vault where the thought amplifier was stored. We must stop him before he can learn to use its full power!"

Suddenly Tunk falls to the floor! He is shaking with fear!



Turn to page 69.



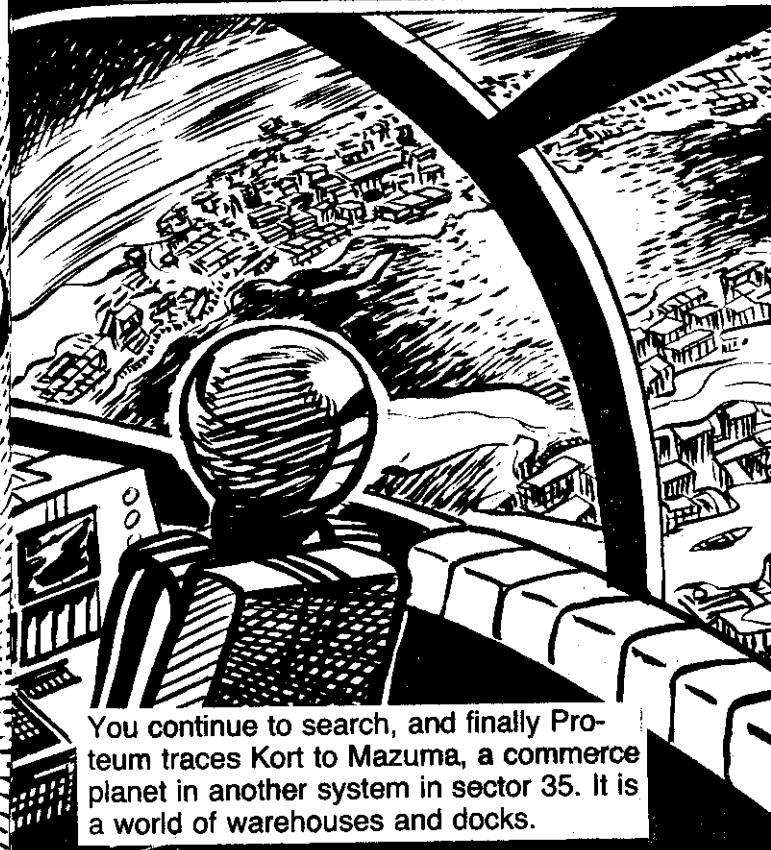
Proteum closes his eyes and concentrates. So do you. Slowly, a fuzzy image forms in your mind.



STARGAZER

Is your code name **STARBLAZER**?
Turn to page 27.

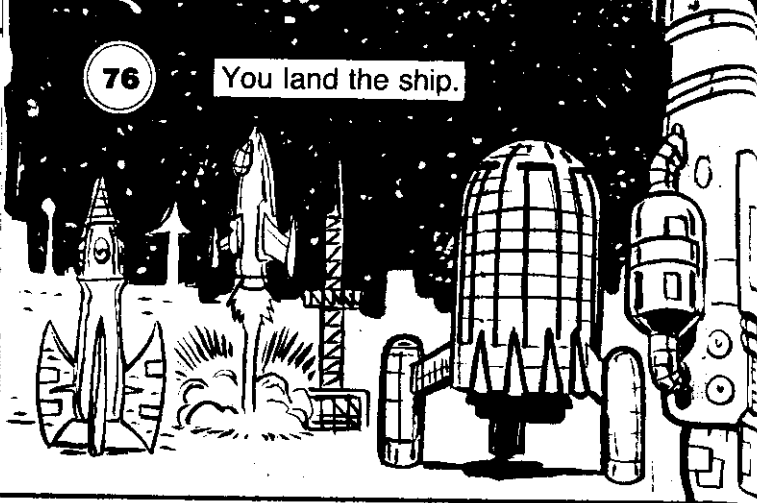
Is your code name **STARGAZER**?
Turn to page 34.



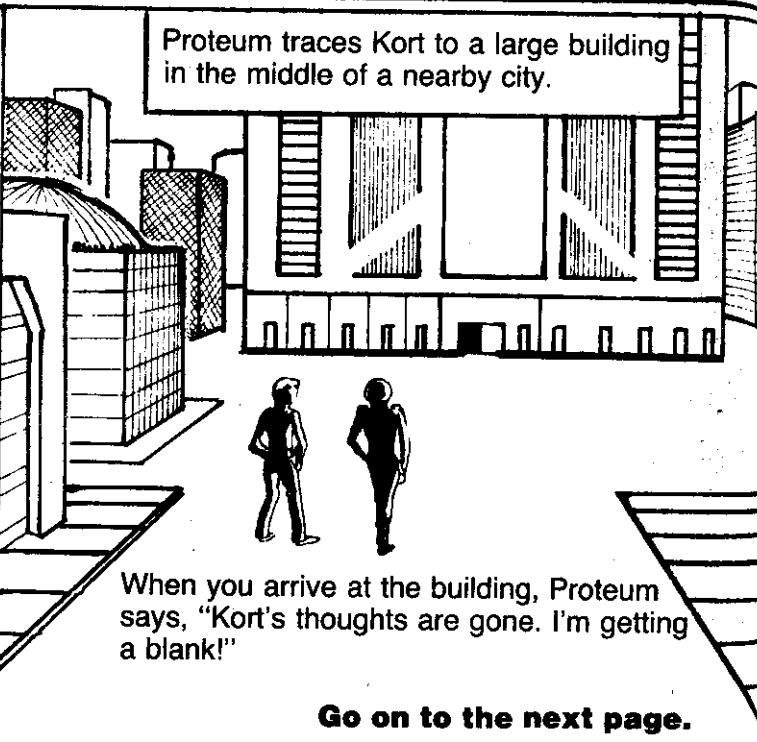
You continue to search, and finally Proteum traces Kort to Mazuma, a commerce planet in another system in sector 35. It is a world of warehouses and docks.

Turn to page 76.

You land the ship.



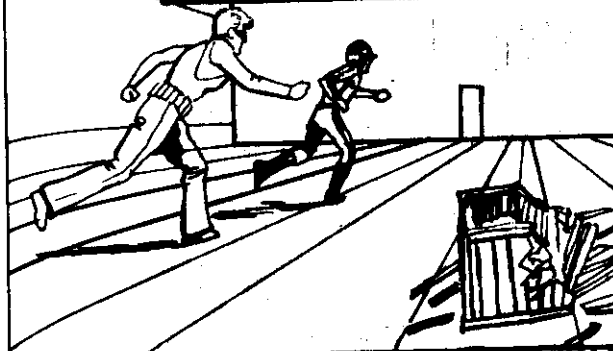
Proteum traces Kort to a large building in the middle of a nearby city.



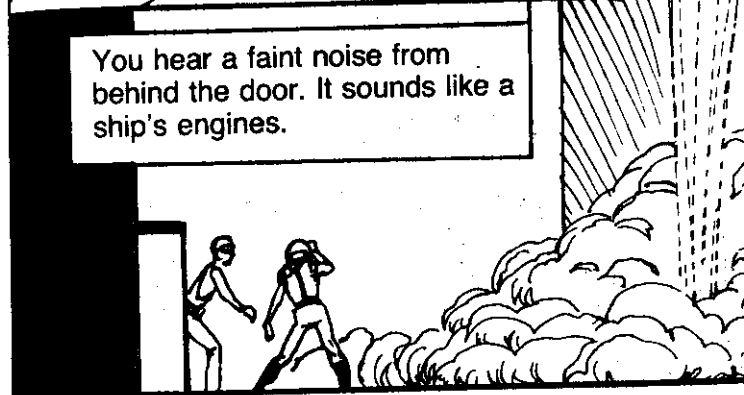
When you arrive at the building, Proteum says, "Kort's thoughts are gone. I'm getting a blank!"

Go on to the next page.

You and Proteum enter the building, watching for a trap. There is nothing in the building except an open crate. There is a door in the wall opposite you.



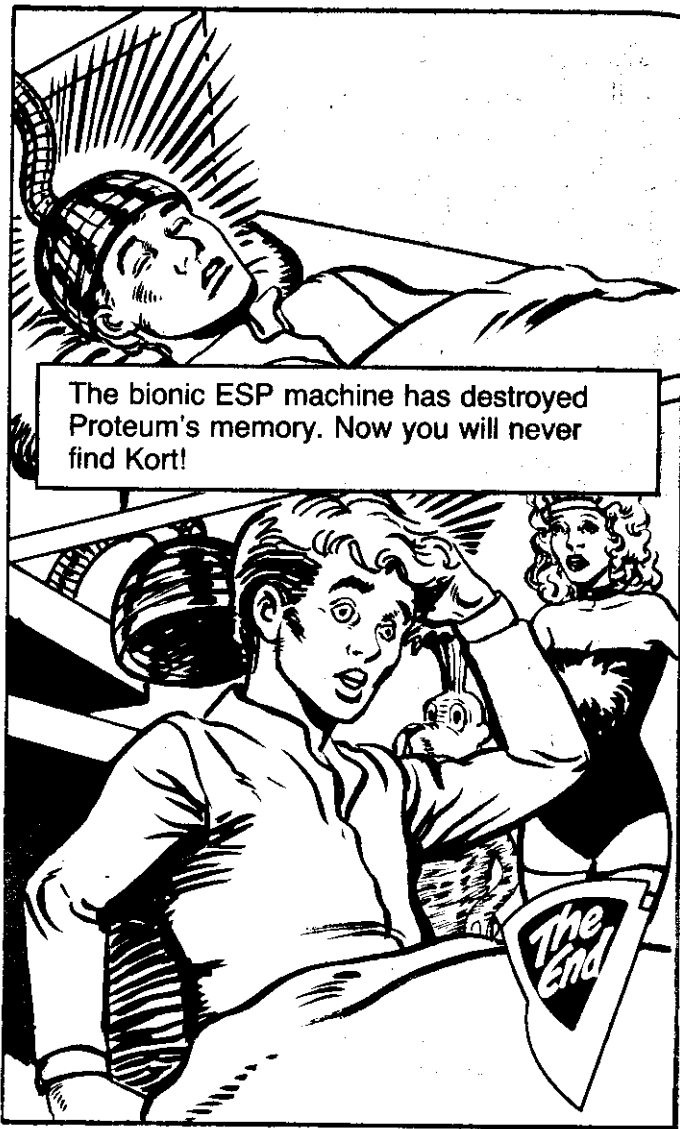
You hear a faint noise from behind the door. It sounds like a ship's engines.



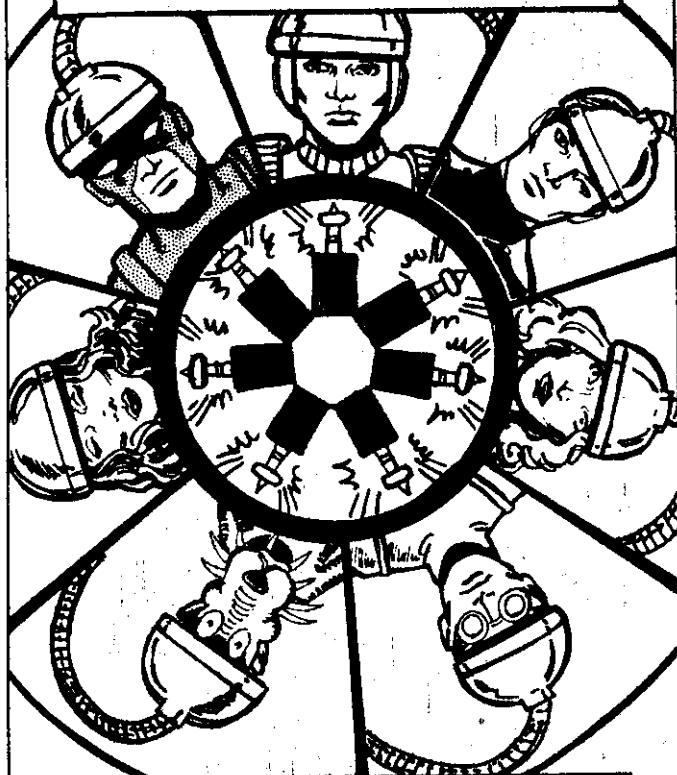
You and Proteum race back outside. A spaceship is taking off. It might be Kort, trying to get away!

Turn to page 100.

Too hasty, Spy! You must count the large triangle, too!



You all receive the bionic ESP treatment and the rays of the hypnoreducer.



Now you can read each other's minds. You're all thinking the same thing—stop Kort!

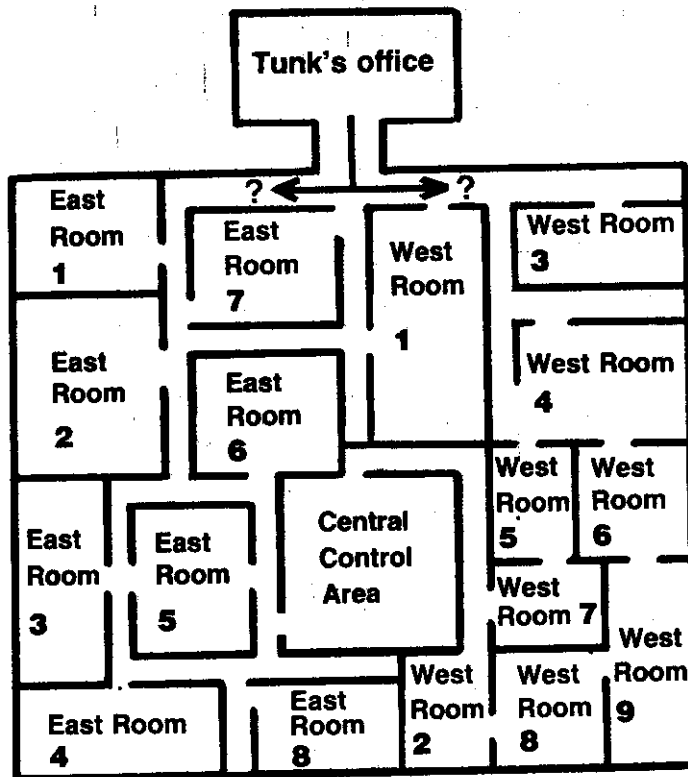
Turn to page 90.

The hypnoreducer begins to function, bathing Proteum in its rays. After a few minutes, its meters indicate that Proteum's mind has been released from Kort's control. You reset the machine so Proteum will sleep until you awaken him. Then you call Tunk on your communicator and tell him what has happened.

Suddenly the machine begins to register an incoming hypnotic signal! Kort must be trying to send instructions to Proteum.

Turn to page 65.

Every second counts! There are two routes from Tunk's office to the central control section. Which way is shorter?

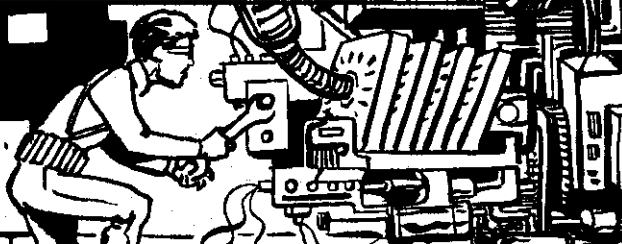


To the east?
Turn to page 93.

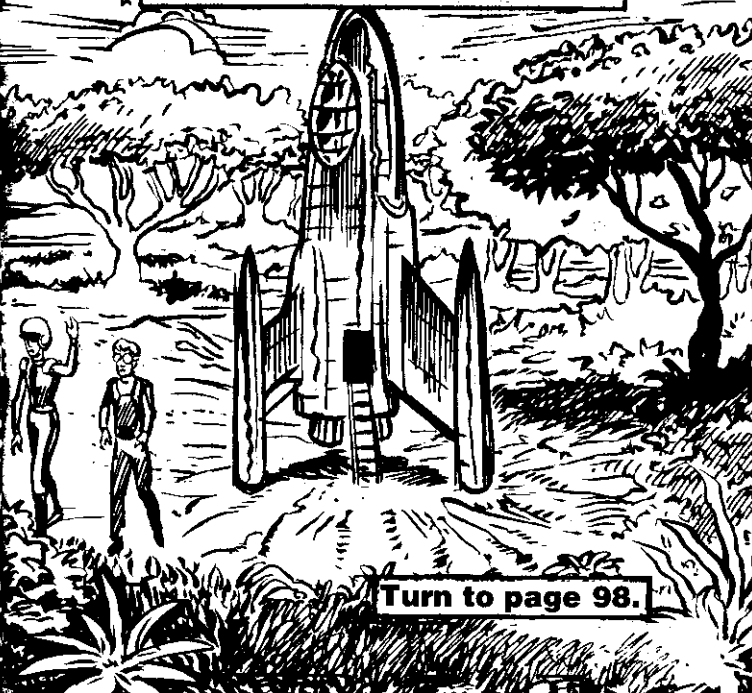
To the west?
Turn to page 86.

You jumped incorrectly and passed through the edge of the warp storm! Your ship's engines have been damaged. You must find a planet where you can land and make repairs.

Proteum struggles to keep the engines working while you hunt for a planet.



Finally, you locate a star with just one planet—a jungle world. You manage to land the ship before the engines burn out completely.



Go on to the next page.

Turn to page 98.

Your computer screen displays the positions of the comets and the direction of their motion. The comets are moving across your path at the same speed as your ship.

	A	B	C	D
1		≡○>	≡○>	<○≡
2	≡○>	≡○>		≡○>
3	≡○>	≡○>		<○≡
4	≡○>		≡○>	
5	≡○>	≡○>	≡○>	
6	≡○>		≡○>	

You must get through the swarm in six jumps, or Kort will have time to escape. What is the correct sequence of jumps? (Remember, each time your ship makes one jump, the comets move one square in the indicated directions.)



Ship



E	F	G	H
	<○≡		<○≡
≡○>		<○≡	<○≡
<○≡	<○≡	<○≡	<○≡
≡○>	<○≡		<○≡
<○≡	<○≡	<○≡	
		<○≡	<○≡

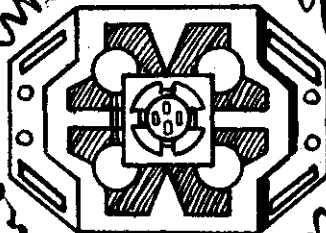
C6-B5-B4-C3-D2-D1?
Turn to page 61.

E6-F5-G4-G3-H2-G1?
Turn to page 50.

Good work, Spy! Soon you and Proteum reach the central control section. There is no sign of Kort, but you can feel tension in your minds. He must be near!

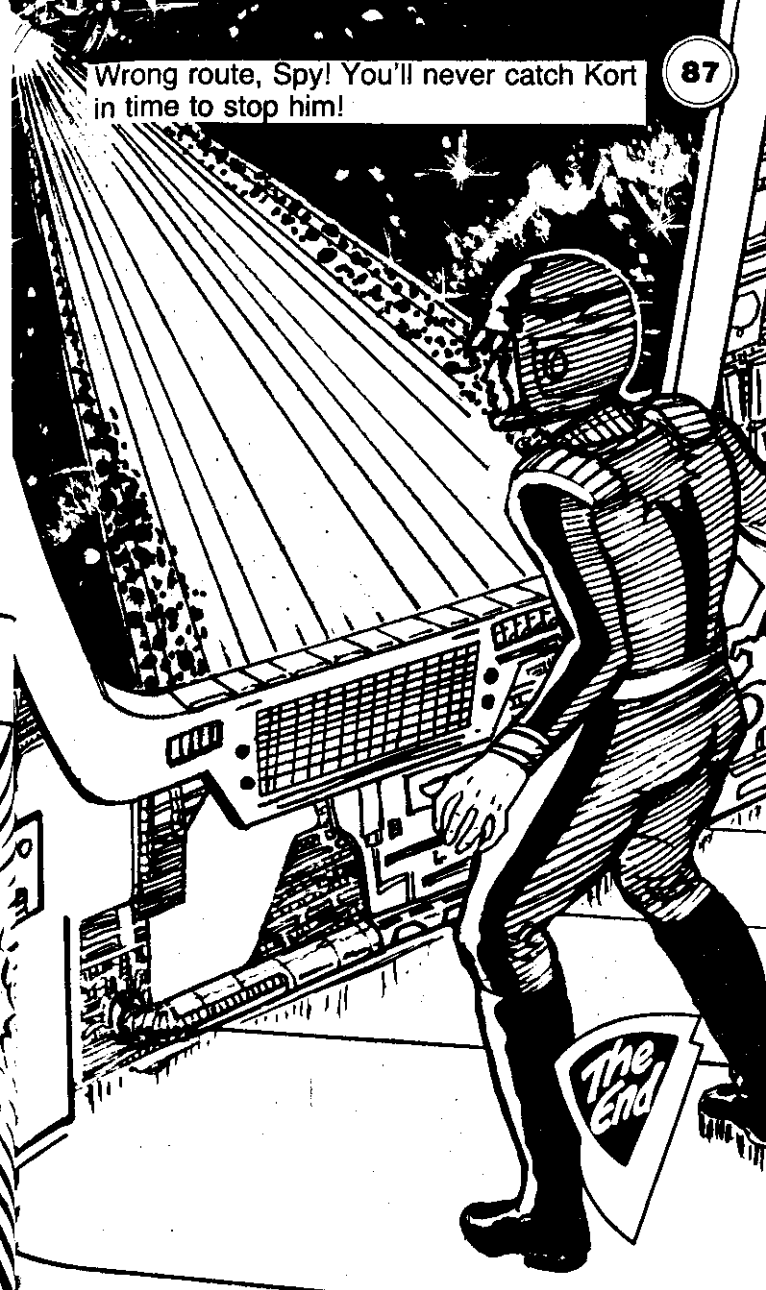


Suddenly, you and the Ultraheroes get a mental message from Tunk. "I've just been informed that the nuclear-energy screen is flickering. It might go down! If Kort escapes with the Gláronian helmet, who knows what harm he might cause! We must find him!"



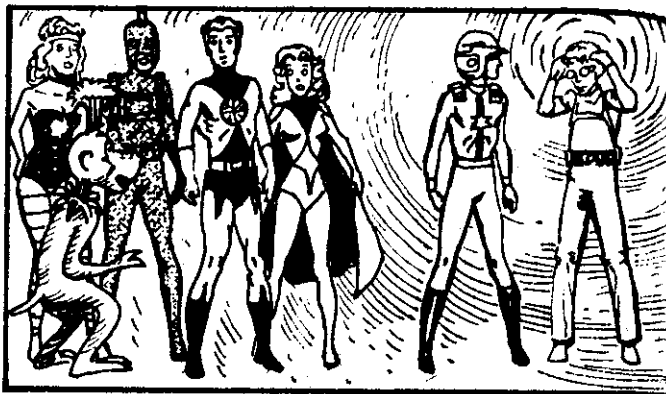
Turn to page 94.

Wrong route, Spy! You'll never catch Kort in time to stop him!

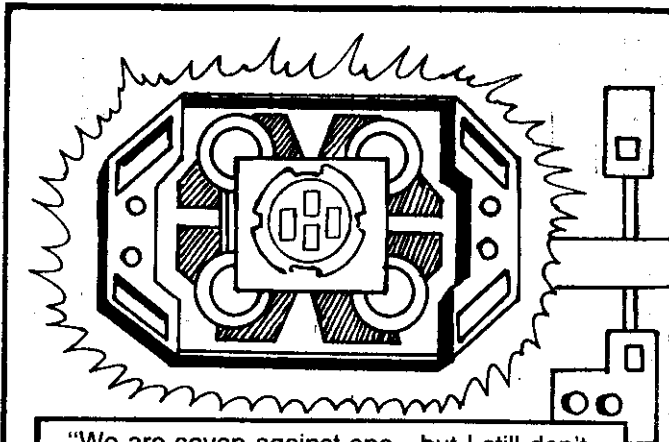


The End

You pick the reverse of Kort's pattern, and Proteum projects it into Tunk's and the other Ultraheroes' mind. They quickly return to normal.



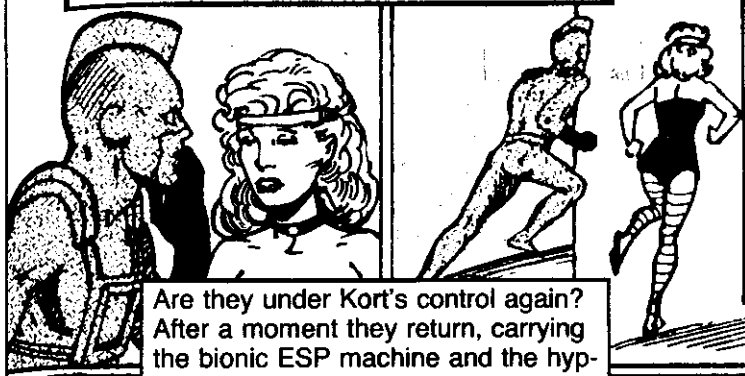
Tunk says, "Kort's power is frightening! We must make sure he cannot get away." Tunk orders a nuclear-energy screen to be set up around the center.



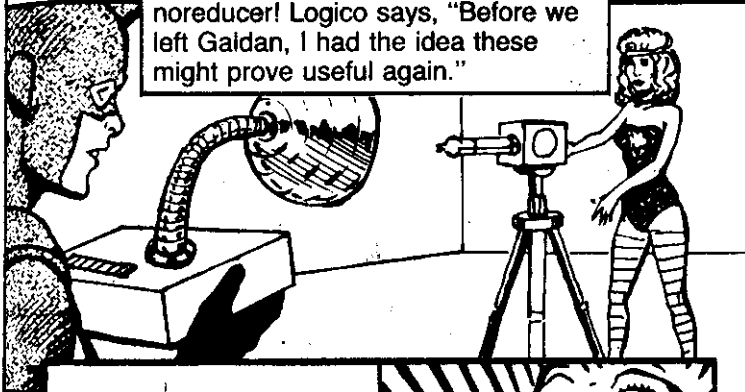
"We are seven against one—but I still don't know if we are powerful enough to stop Kort, now that he has the Glaronian helmet!"

Go on to the next page.

You see Logico whispering something to Andromeda. They run out of the room!



Are they under Kort's control again? After a moment they return, carrying the bionic ESP machine and the hypnoreducer! Logico says, "Before we left Galdan, I had the idea these might prove useful again."



"Good thinking!" says Tunk. "We must all use them right away, to be able to communicate mentally and to protect ourselves from Kort's mind probes the way Proteum is protected."



Turn to page 79.

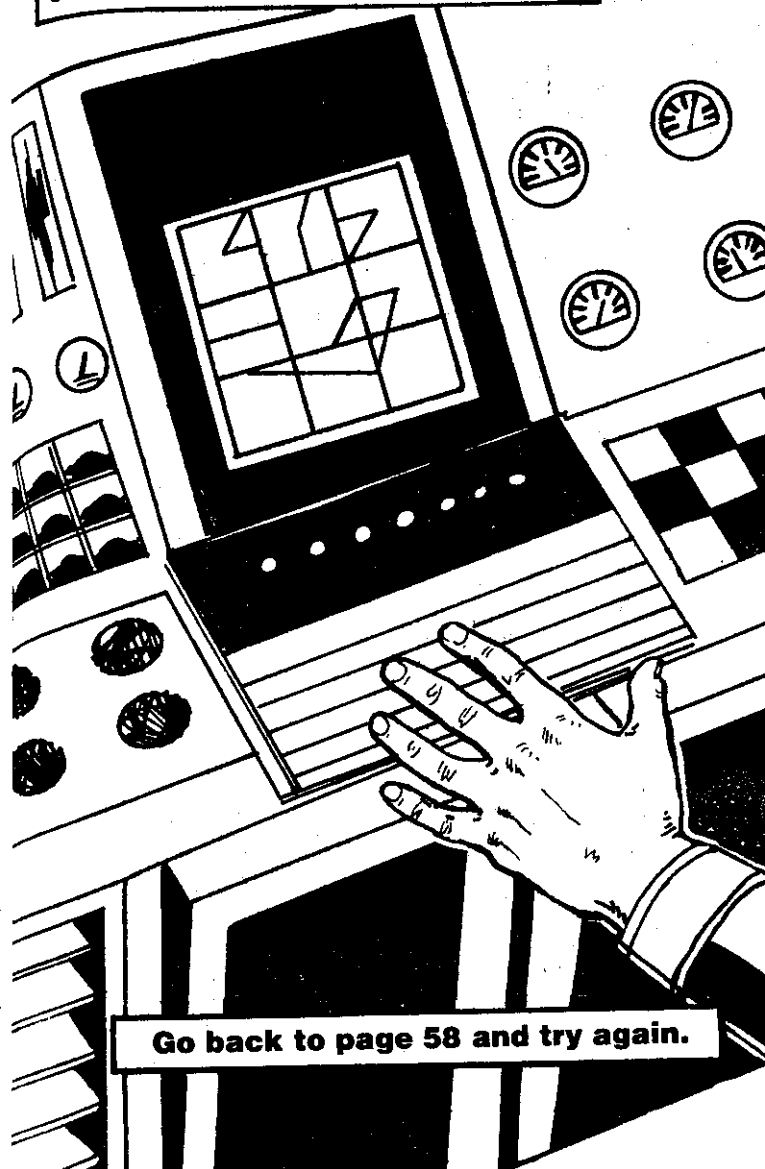
Tunk says, "We must split up into teams to search the center. I'll remain here to coordinate our operations."

"Chronos and Telenon, you search the eastern section of the center. Andromeda and Logico, you search the western section. Spy, you and Proteum search the central control section." Before you leave, he gives each team a map of the center.



Turn to page 81.

That's not a continuous line! And it won't get you to Cryon!



Go back to page 58 and try again.

You contact Tunk and tell him what Kort has done.

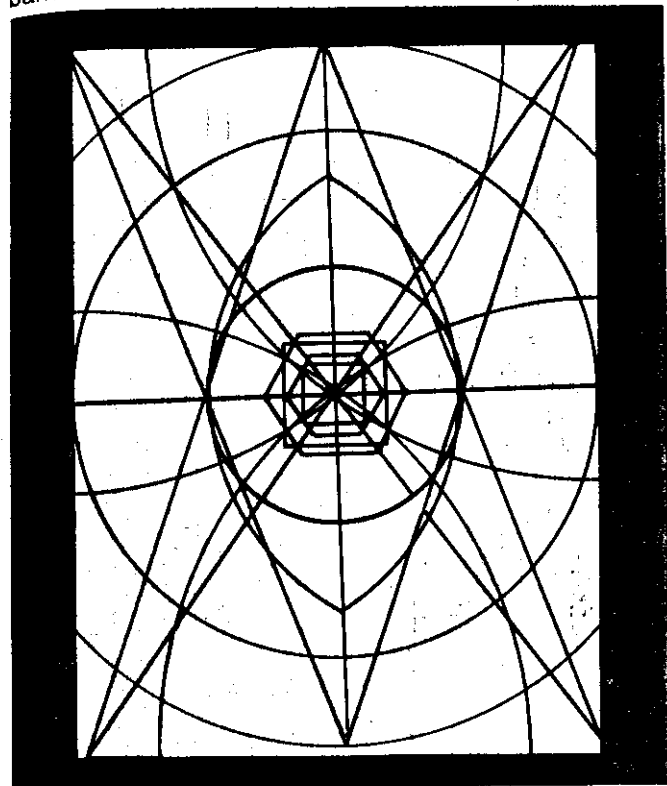
AZBYCXDW



Tunk says, "You and Proteum must keep on Kort's trail. I'll contact the other Ultraheroes, on Galdan. A Spy Center battle cruiser is stationed near the training camp. The Ultraheroes can fly the cruiser here and destroy the asteroid. Let's hope they make it in time! Meanwhile, I'll make sure that the Glaronian thought amplifier is well guarded." He signs off.

Turn to page 75.

As you approach the central control section, the corridor is suddenly blocked by a strange barrier!



"This barrier is just an illusion!" says Proteum. "Kort is projecting it using the Glaronian thought amplifier. As long as we see the illusion, we can't get through. If we can find a break in the pattern, we can make the illusion disappear."

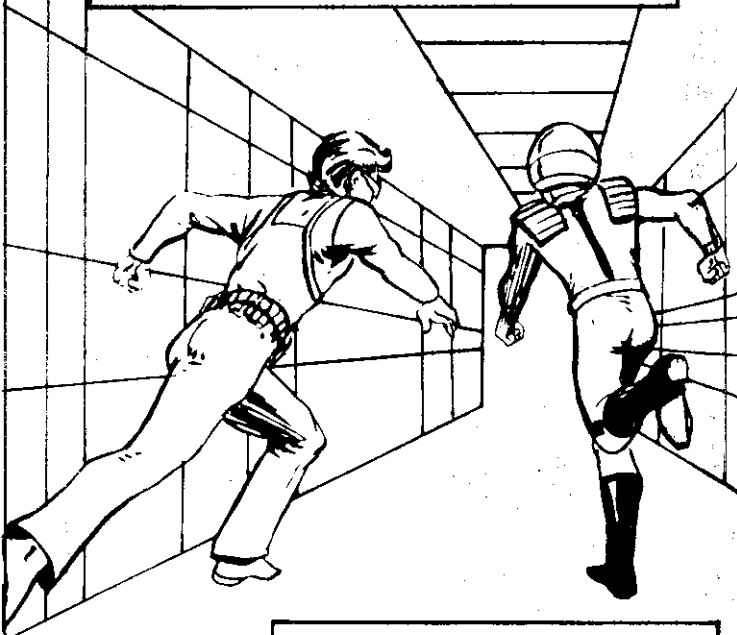
Is there a break on this side of the pattern?
Turn to page 101.

Is there a break on this side of the pattern?
Turn to page 86.

Proteum says, "Let's search the environmental control area. There are many complex machines there. Kort might be using parts of those machines to build a device that can destroy the nuclear-energy screen."



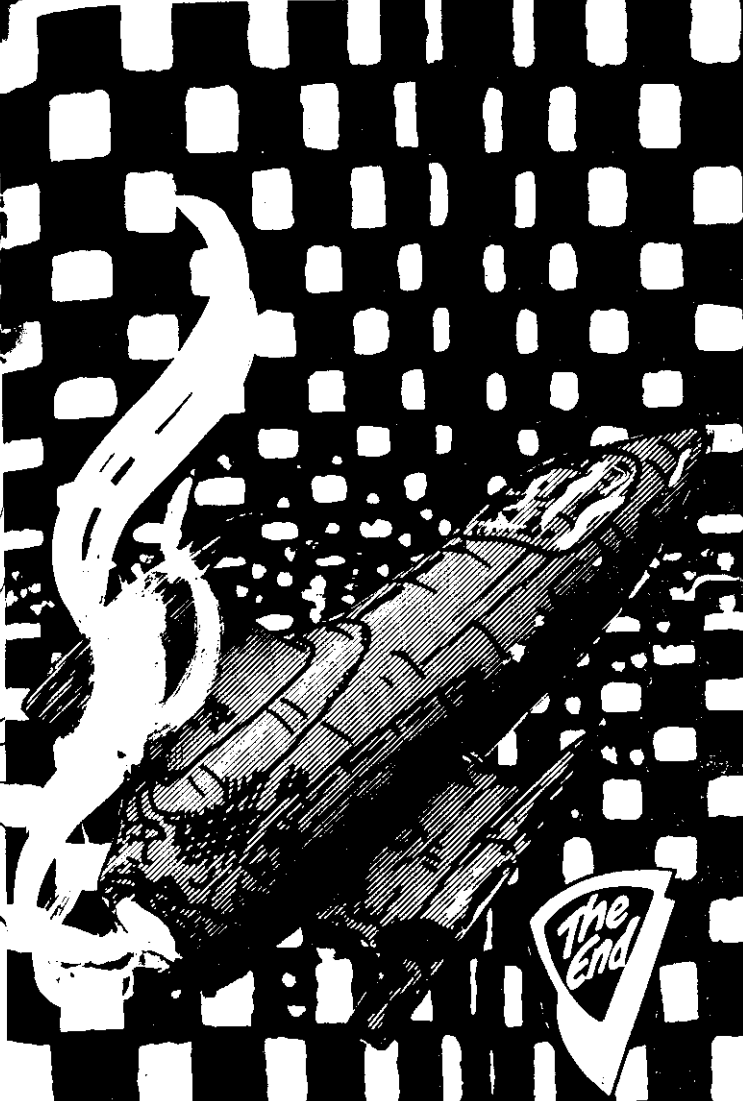
Tunk has been listening in. "Good idea!" he says. "Hurry!"



Turn to page 96.

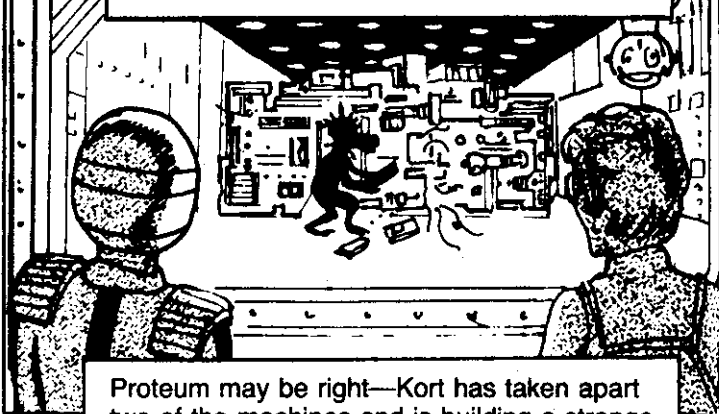
Your hyperdrive is burned out!

And you are trapped in hyperspace forever!



96

Through the plastiglass walls of the environmental-control area, you can see Kort! He's wearing the Glaronian helmet.



Proteum may be right—Kort has taken apart two of the machines and is building a strange device.

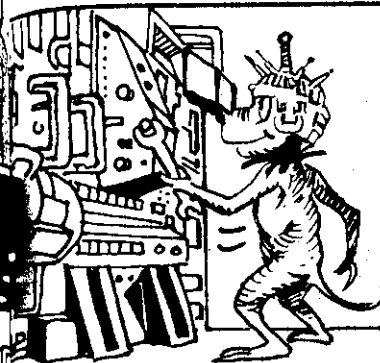
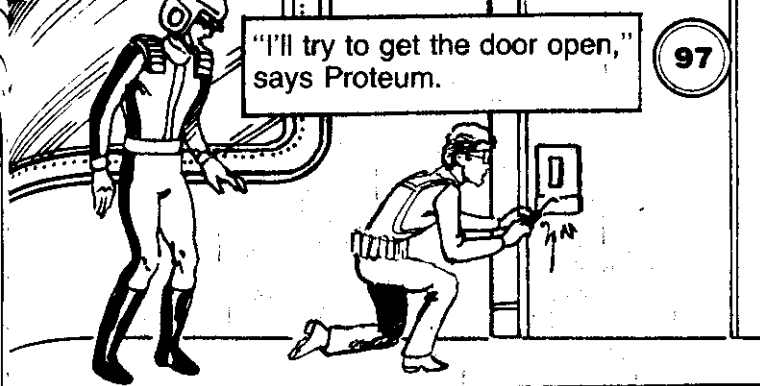


You try to get in and stop him, but the entrance is locked!

Go on to the next page.

97

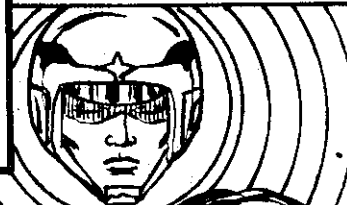
"I'll try to get the door open," says Proteum.



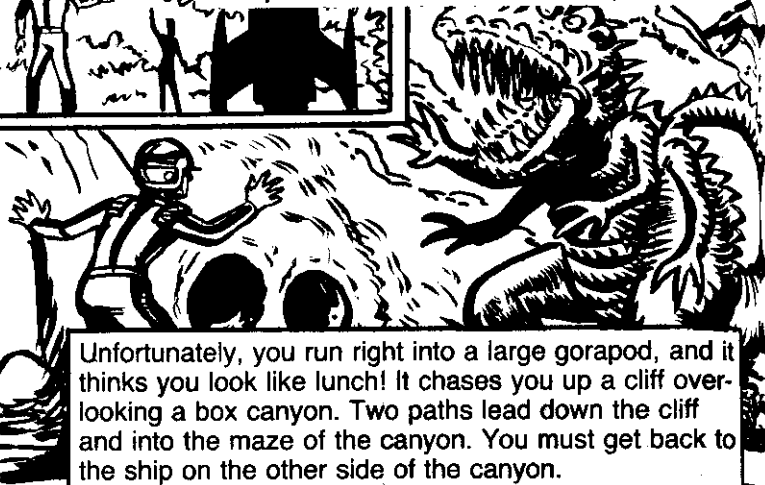
You must delay Kort's work on the device until Proteum can open the door. Suddenly you get an idea! Kort wants to escape, but he also wants to attack Tunk. If you can make him try to do both at once, maybe he won't be able to do either.

You mentally call the other Ultraheroes.

Turn to page 106.

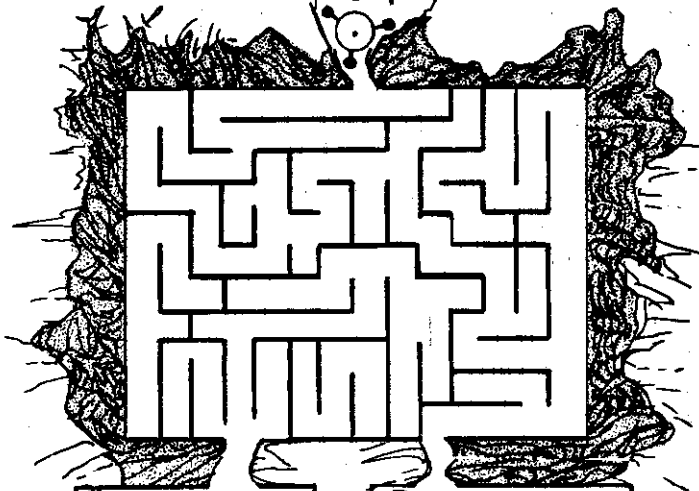


Proteum says he must let the engines cool before he can repair them. You decide to explore the area around the ship.



Unfortunately, you run right into a large gorapod, and it thinks you look like lunch! It chases you up a cliff overlooking a box canyon. Two paths lead down the cliff and into the maze of the canyon. You must get back to the ship on the other side of the canyon.

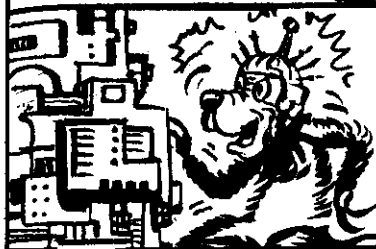
Ship



**Do you run
down path A?
Turn to
page 42.**

**Do you run
down path B?
Turn to
page 47.**

It's working! Kort stops working on the device, runs to one of the environmental-control machines, and resets some of the dials.



He stops and goes back to the device he was constructing.

Again he stops, and returns to the environmental-control machine. Back and forth he goes, again and again!



Proteum finally unlocks the door, and you both rush in!



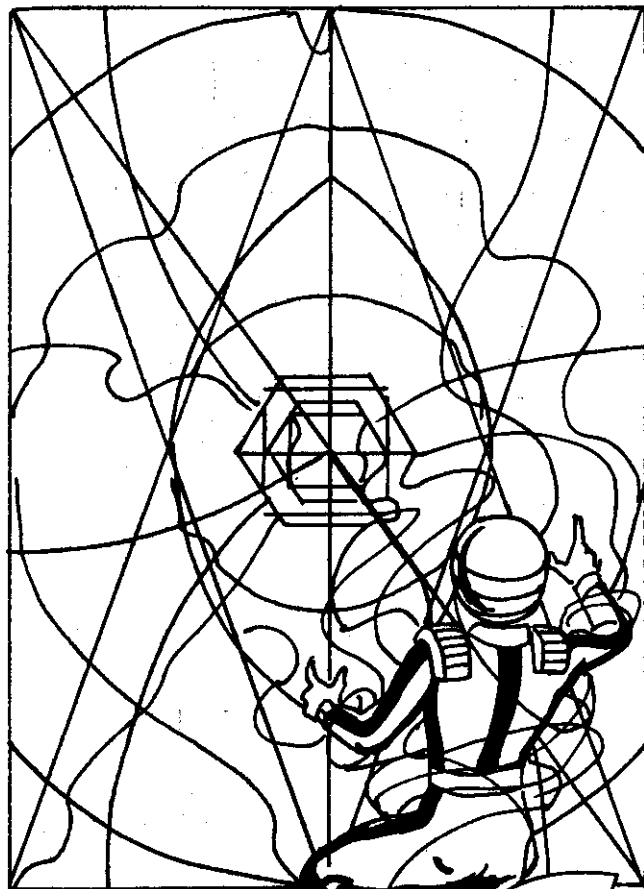
Turn to page 118.

You and Proteum rush back to your ship and blast off. Proteum shouts, "It is Kort! I caught more of his thought. And he stole something on Mazuma—something called a jammer."

Kort's ship flees through hyperspace. You must follow it!

Turn to page 49.

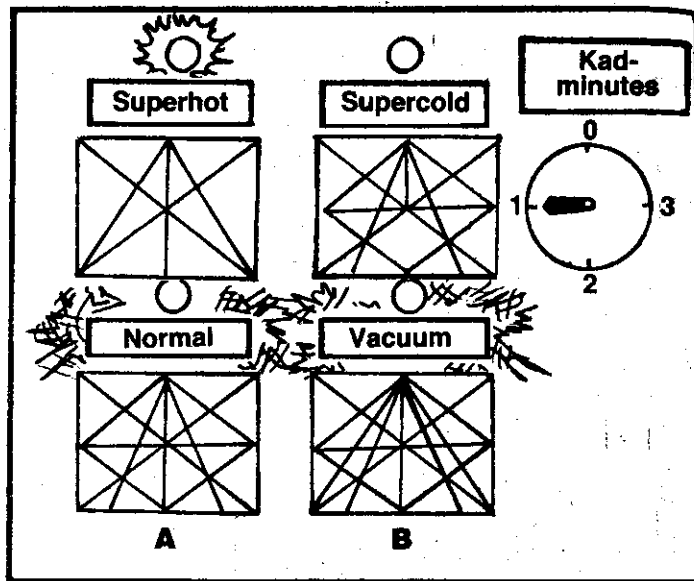
You guessed wrong!



The psychic lines that form the barrier snake out at you!

The End

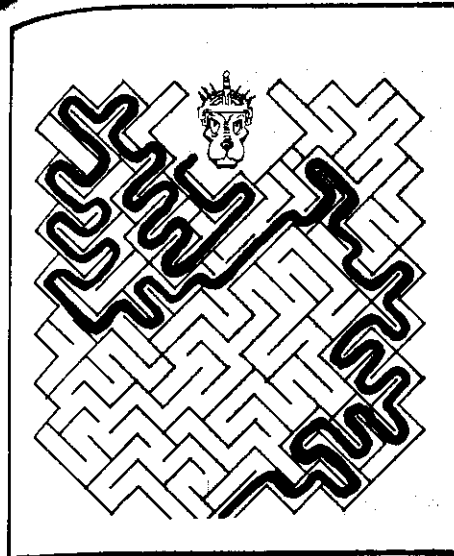
You suddenly realize that you don't have time to wonder what happened to Kort! Quickly you turn to the environmental-control machine that Kort was working on. The meters indicate that superheated air will flood the administration center in one kad-minute!



You must return the machine to its normal setting, but Kort tampered with the labels Normal and Vacuum—maybe he switched them! Normal should be a combination of Superhot and Supercold. Which button do you press?

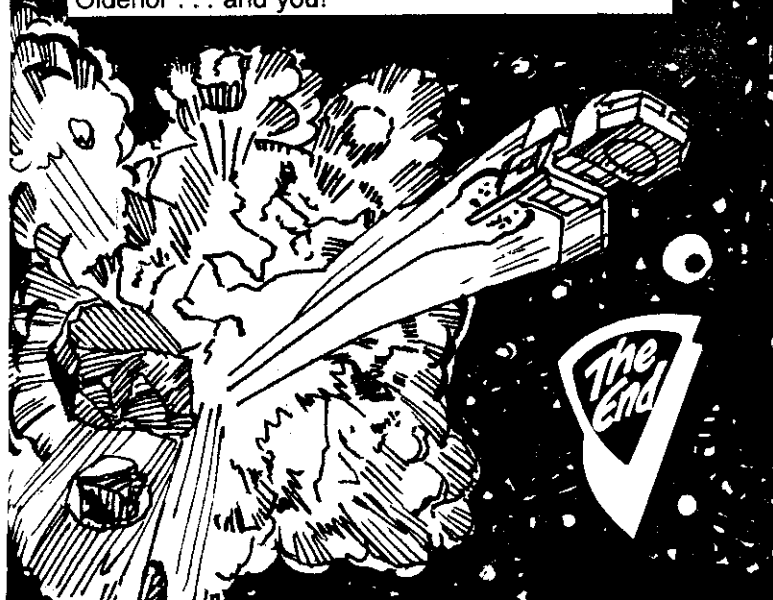
A? Turn to page 113.

B? Turn to page 119.



You sent the thoughts into a blocked channel!

Kort has time to complete the device and escape! Then the device explodes, destroying the nuclear-energy screen, Tunk, the Ultraheroes, Oldenor . . . and you!



104

Proteum says, "The asteroid with the mirror is part of Oldenor's system. Let's find it!"

You jump through hyperspace and search the system. With the aid of your ship's macroscope, you soon locate the asteroid. But you have no weapons on board powerful enough to destroy it. Your computer analyzes the asteroid's orbit. The asteroid will be in position to focus the hypertron beam in two kad-days! You decide to contact Tunk on Oldenor and warn him about Kort's plan.

The computer displays the first seven letters of Tunk's radio-frequency code. You can call him by pressing the button with the final letter in the code sequence.

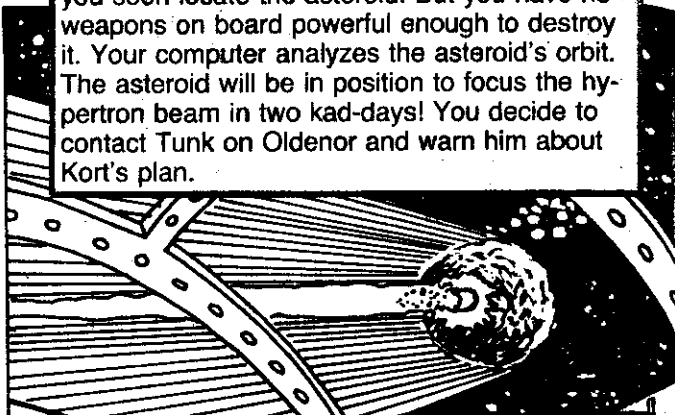
AZBYCXD_

W

E

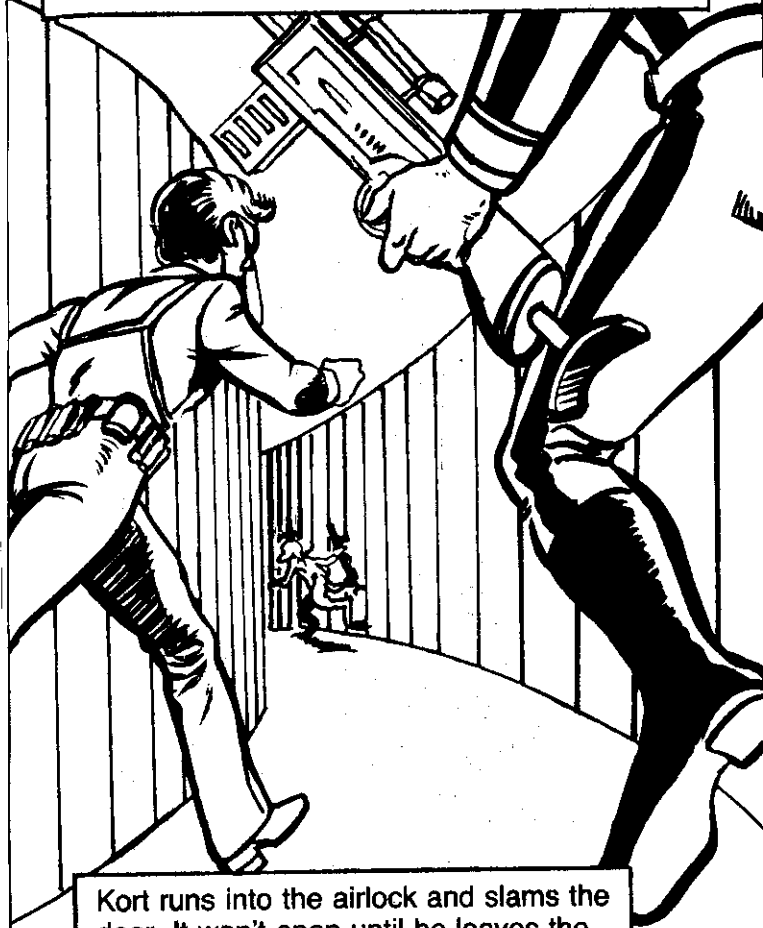
W? Turn to page 92.

E? Turn to page 44.



105

You grab an energy rifle and sprint after Kort.



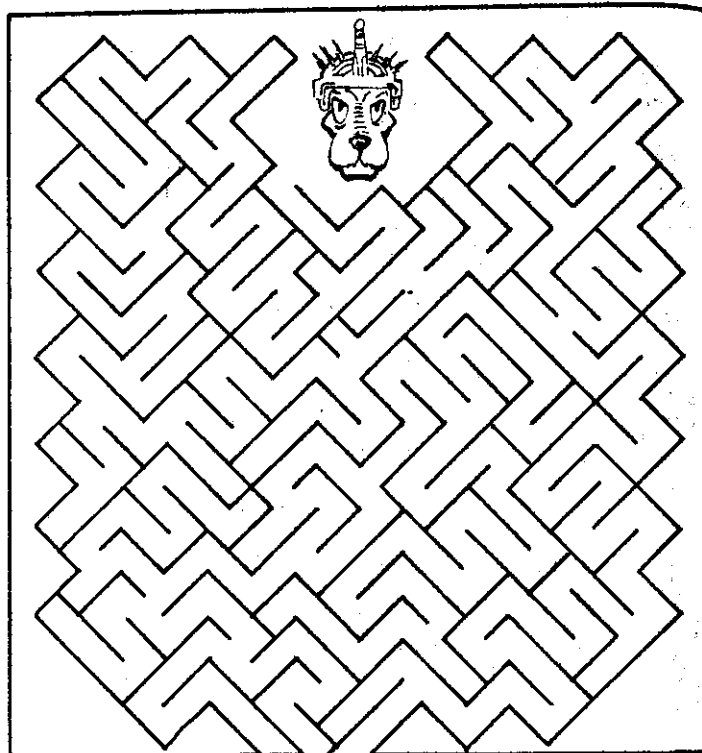
Kort runs into the airlock and slams the door. It won't open until he leaves the airlock. Finally, the door unlocks.

Turn to page 115.

You tell Andromeda and Logico to project the thought **ESCAPE** to Kort.

You tell Chronos and Telenon to project the thought **ATTACK**.

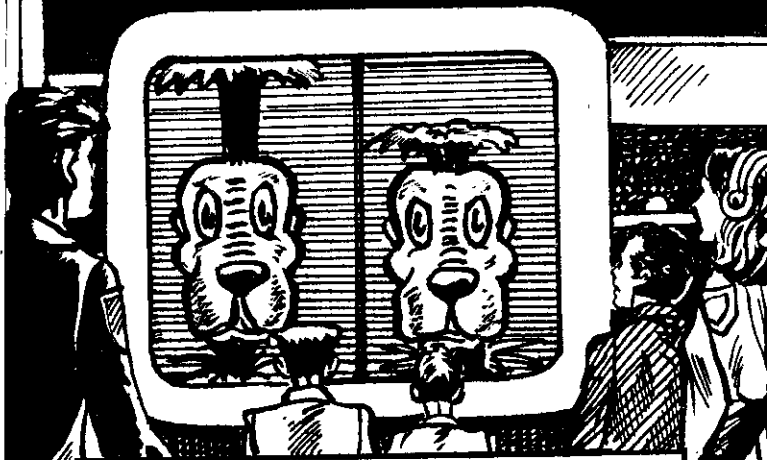
You must channel their thoughts through psychic space, so they strike Kort's mind at the same time.



Is the channel to Kort's mind in this direction?
Turn to page 103.

Is the channel to Kort's mind in this direction?
Turn to page 99.

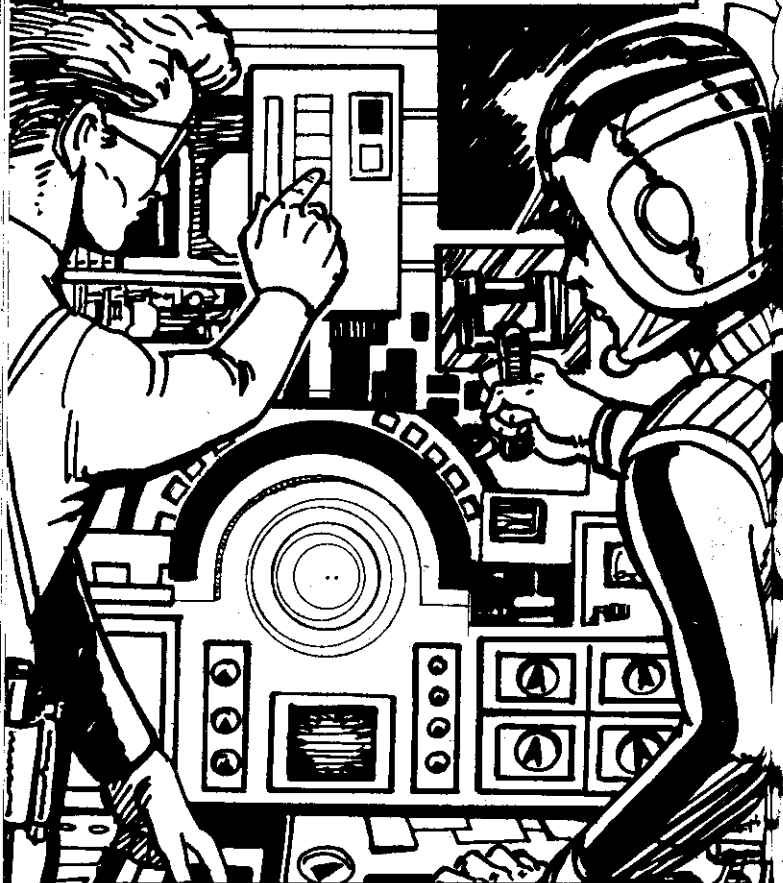
You land on Oldenor and head for the administration center. Kort has infiltrated the center by again impersonating Tunk, but no one knows where Kort has gone. You and Proteum meet Tunk in his office.



Tunk broadcasts a planetwide alert telling Oldenor personnel how to recognize Kort by his shorter tophair.

Turn to page 67.

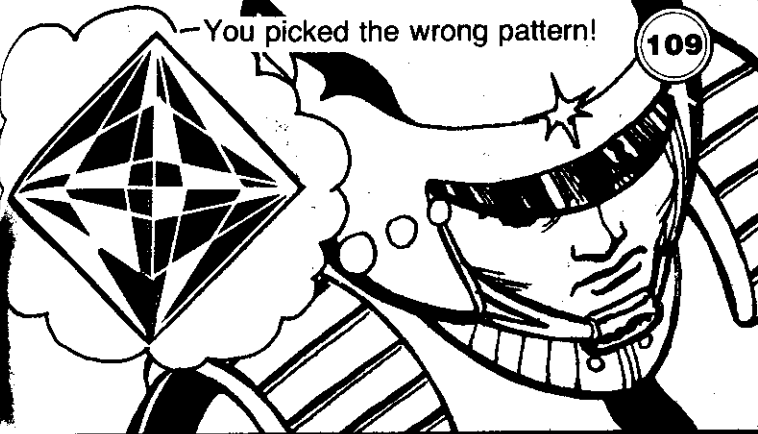
You move circles 2 and 4 and try to activate the force field. But nothing happens!



Proteum takes a look at what you have done. He says, "This is a task that calls for my special mechanical abilities." He quickly adjusts the circles so that all are centered on point A.

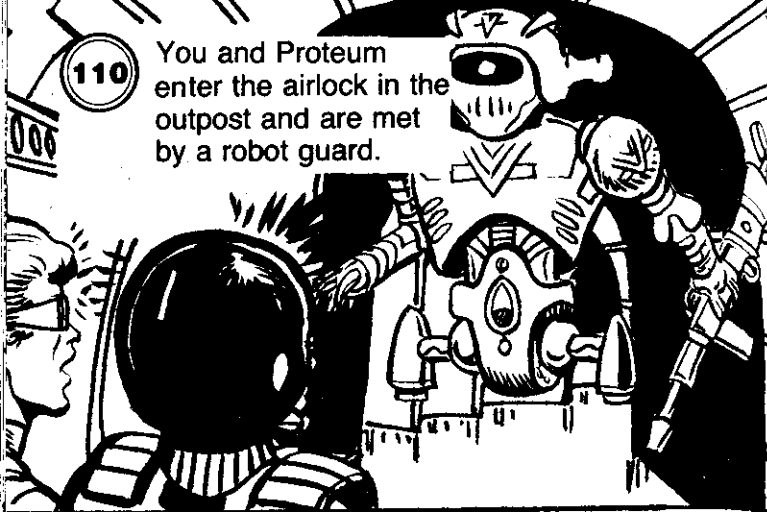
Turn to page 59.

—You picked the wrong pattern!

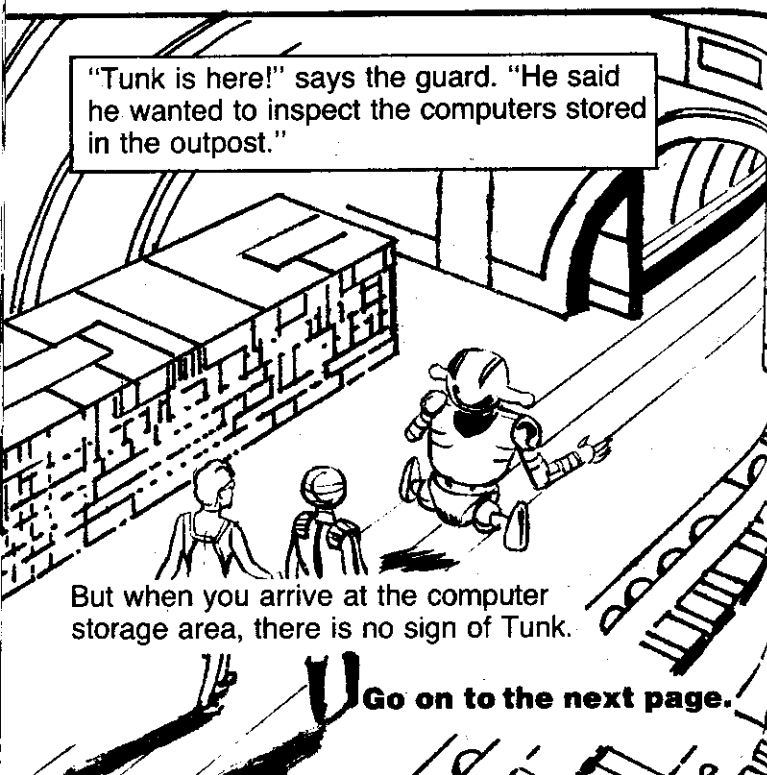


Four raging Ultraheroes
are too much for Tunk!
And for you!

You and Proteum enter the airlock in the outpost and are met by a robot guard.



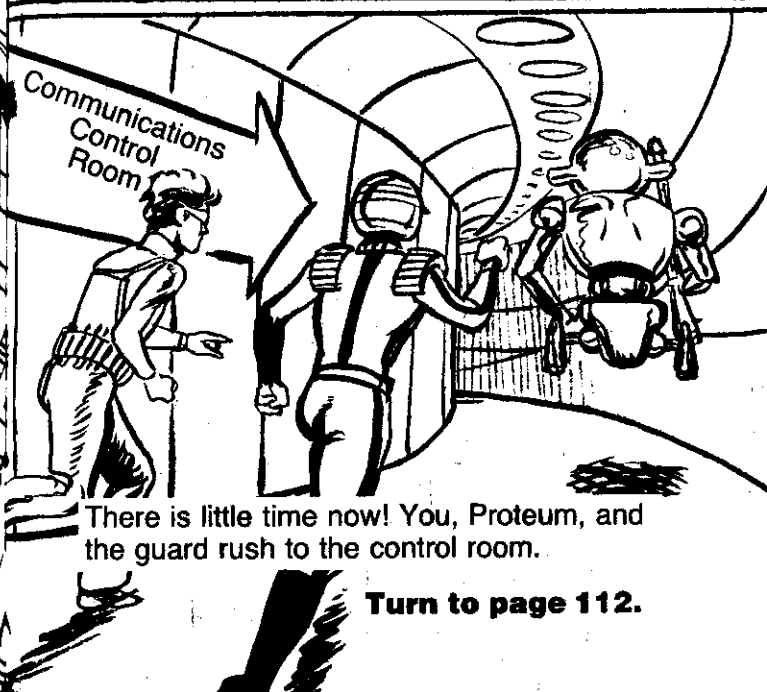
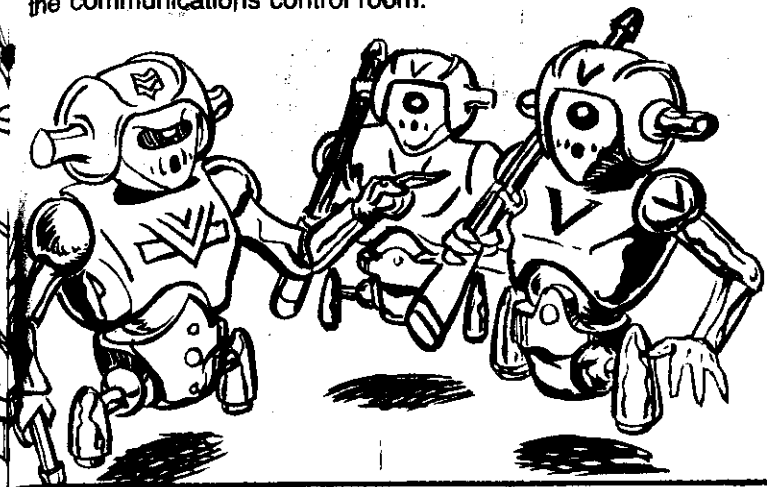
"Tunk is here!" says the guard. "He said he wanted to inspect the computers stored in the outpost."



But when you arrive at the computer storage area, there is no sign of Tunk.

Go on to the next page.

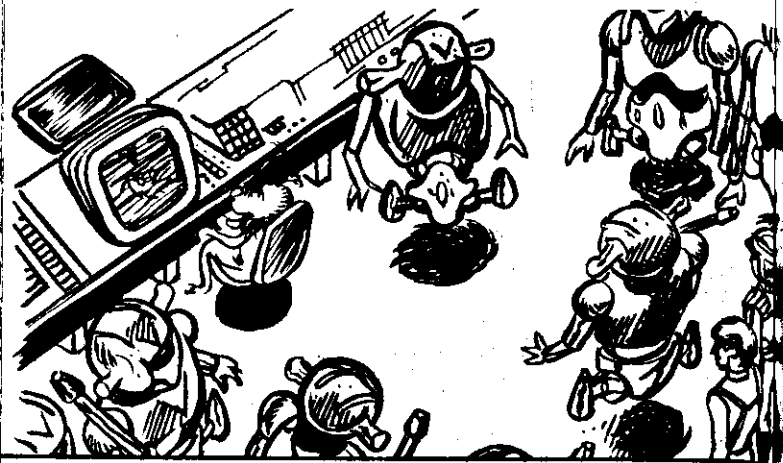
The guard questions Tunk's robot escorts. They say that Tunk sent them away and headed for the communications control room.



There is little time now! You, Proteum, and the guard rush to the control room.

Turn to page 112.

In the control room, you see someone seated in front of a screen. Robot guards are all around.



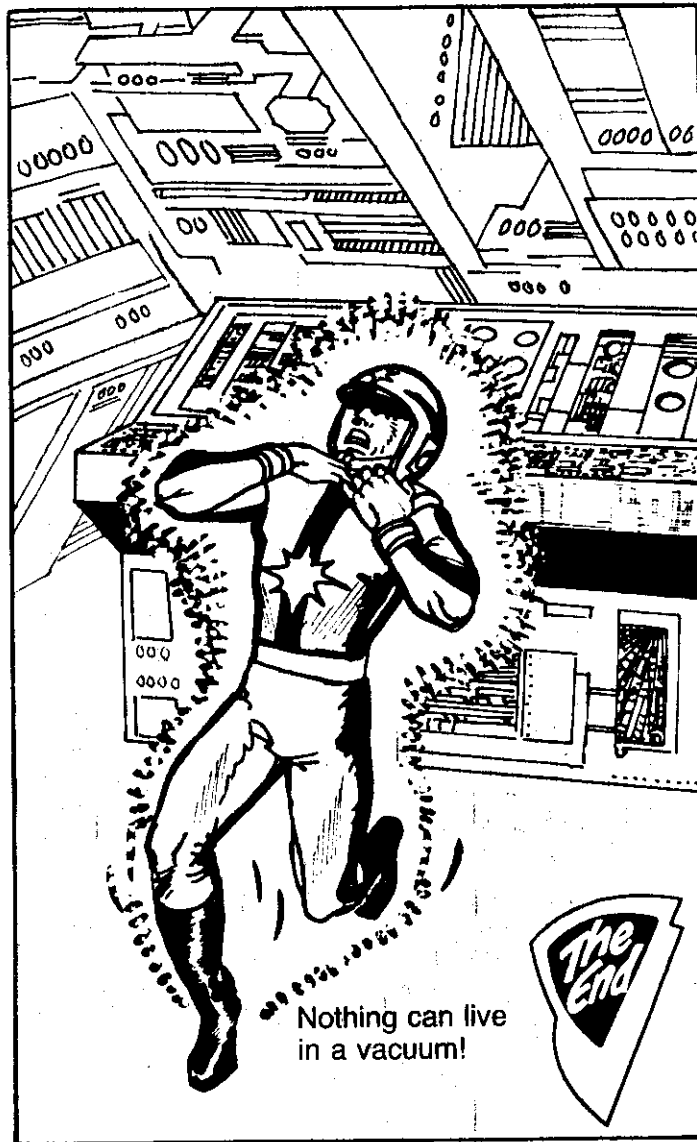
As you approach the seated figure, the screen clears. The figure in the chair seems to be looking in a mirror! Is Tunk in the chair and Kort on the screen—or vice versa?



**Tunk is in the chair?
Turn to page 64.**

**Kort is in the chair?
Turn to page 66.**

Too bad, Spy! You defeated Kort, but now Kort has defeated you!

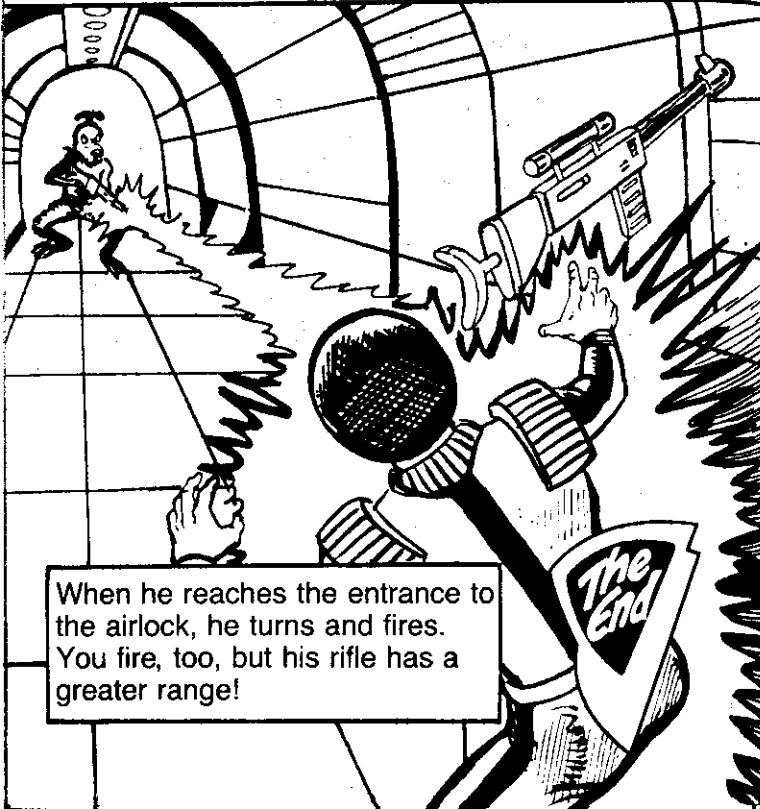
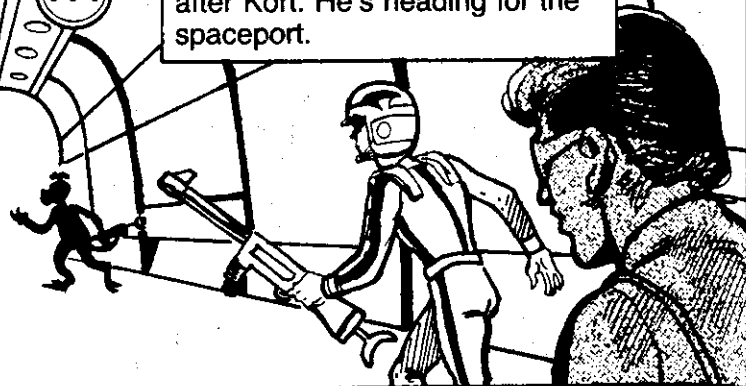


Nothing can live
in a vacuum!



114

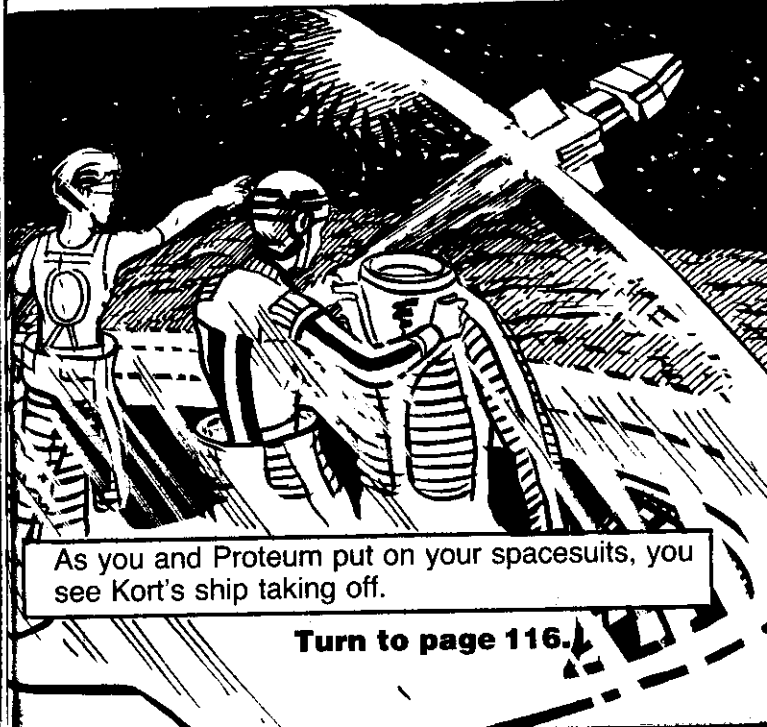
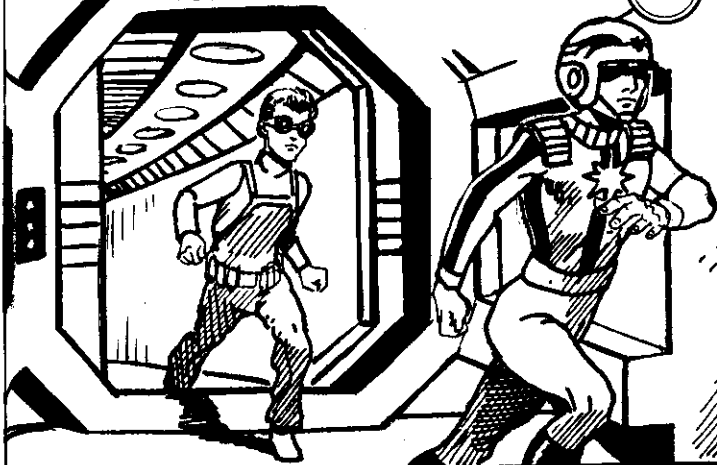
You grab an energy rifle and run after Kort. He's heading for the spaceport.



When he reaches the entrance to the airlock, he turns and fires. You fire, too, but his rifle has a greater range!

You rush into the airlock.

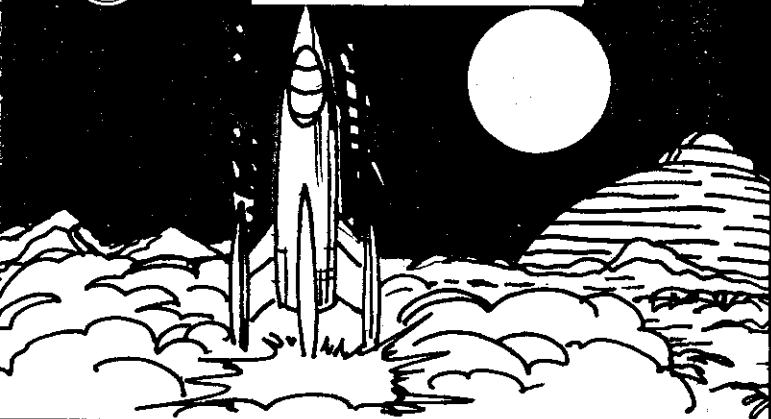
115



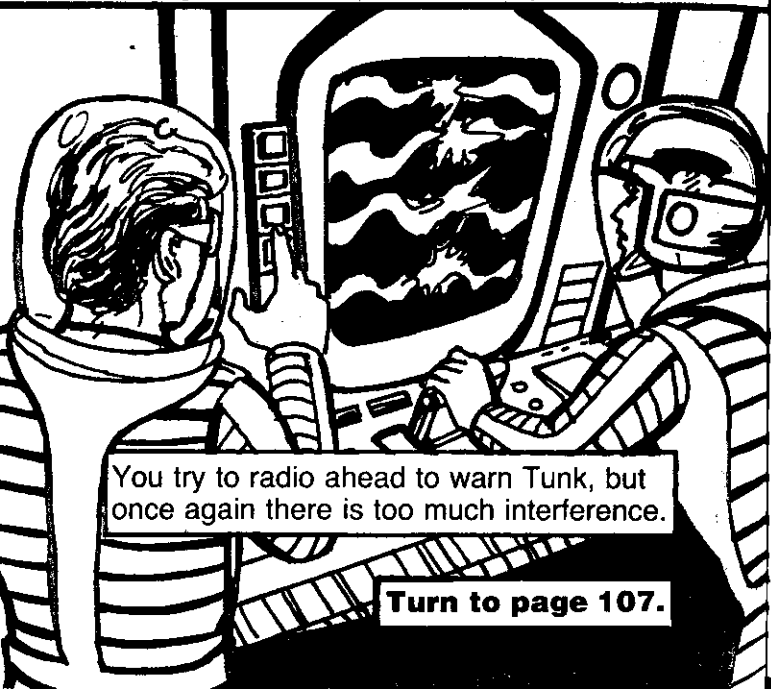
As you and Proteum put on your spacesuits, you see Kort's ship taking off.

Turn to page 116.

You and Proteum board your ship and blast off.



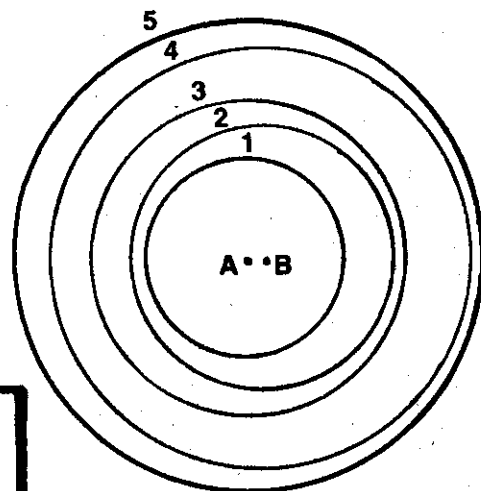
Proteum says, "I caught a whisper of thought from Kort. He is heading for Oldenor."



You try to radio ahead to warn Tunk, but once again there is too much interference.

Turn to page 107.

You try to radio Tunk on Oldenor, but you can't make contact with him. Proteum says, "Maybe Kort is using the jammer to create wave interference in this area—that's why the radio and my bionic ESP aren't working. Let's try setting up a force field around the ship to block out all radio interference. Then maybe my bionic ESP will be able to pick up Kort's thought waves."



To set up the force field, you must program the computer so that all the circles on the screen are centered on the same point. Three of the circles are now centered on point A. The other two are centered on point B. You must move the two circles centered on point B so that they too will be centered on point A.

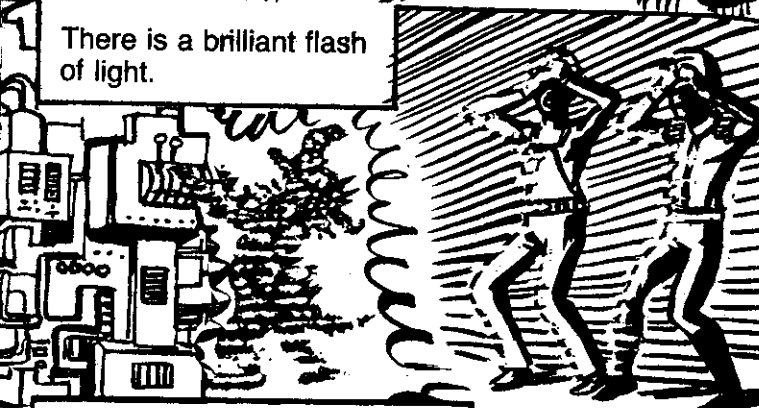
**Do you move
circles 2 and 4?
Turn to page 59.**

**Do you move
circles 1 and 3?
Turn to page 108.**

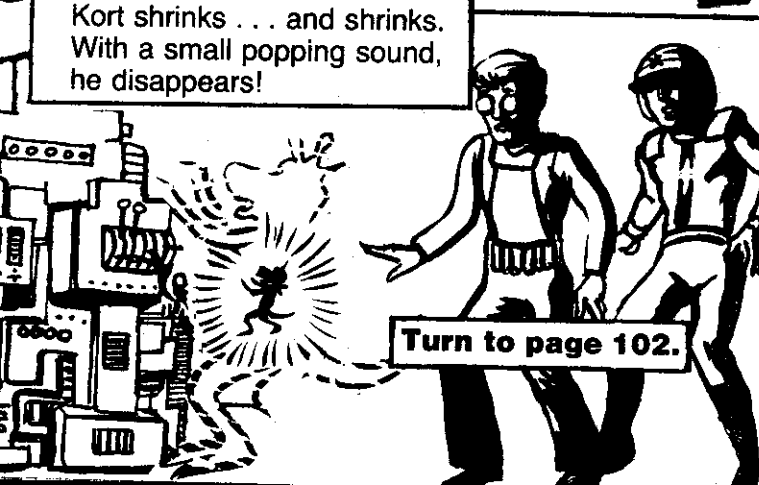
Kort sees you coming! In a frenzy he throws all the switches on the device!



There is a brilliant flash of light.



Kort shrinks . . . and shrinks. With a small popping sound, he disappears!



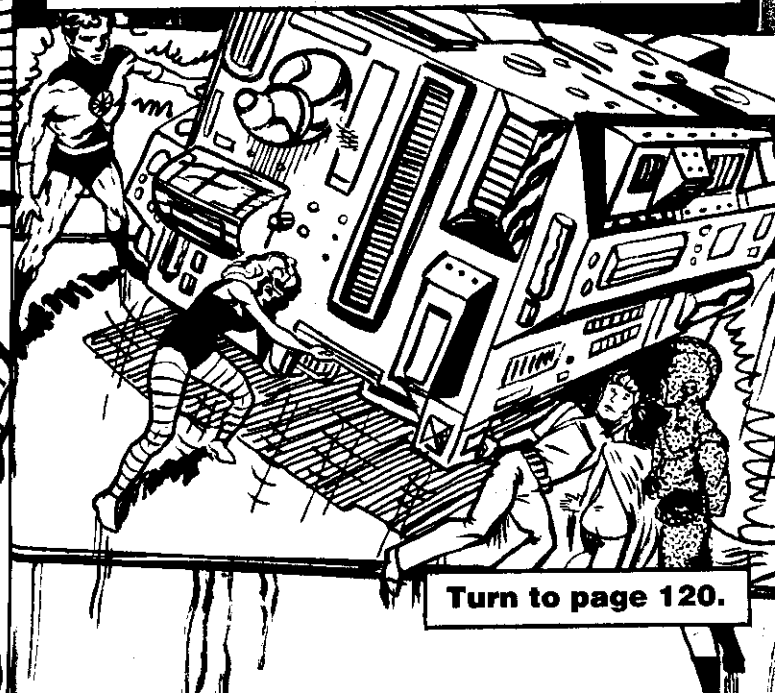
Turn to page 102.

Well done, Spy! The air remains normal. Tunk and the Ultraheroes arrive.



Tunk says, "We must find out what happened to Kort! Quick, Ultraheroes, do your stuff!"

Chronos speeds up time, so they all work superfast! Andromeda balances Kort's device. Telenon teleports herself and Proteum into a position where Proteum can safely observe the inner workings of the machine. Logico analyzes Proteum's observations.

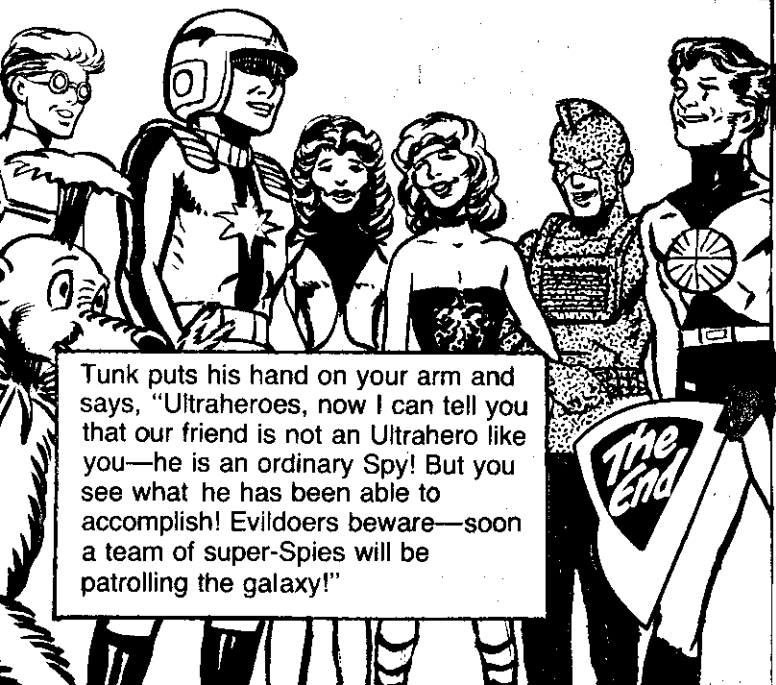


Turn to page 120.

After making a few calculations, Logico says, "Kort's senseless actions caused the machine to emit superhigh-frequency ektatronic radiation. As a result, he was permanently transported to the fifth dimension!"



"Fortunately," says Tunk, "the fifth dimension contains no other living beings. Even though my poor brother still has the Glaronian thought amplifier, he will not be able to cause any more harm."



Tunk puts his hand on your arm and says, "Ultraheroes, now I can tell you that our friend is not an Ultrahero like you—he is an ordinary Spy! But you see what he has been able to accomplish! Evildoers beware—soon a team of super-Spies will be patrolling the galaxy!"

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